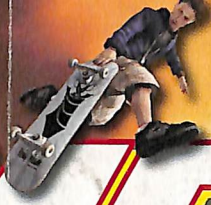


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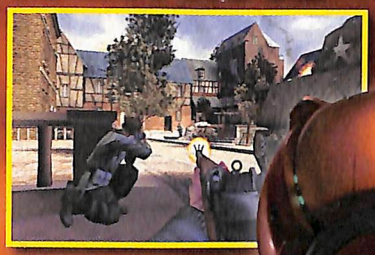
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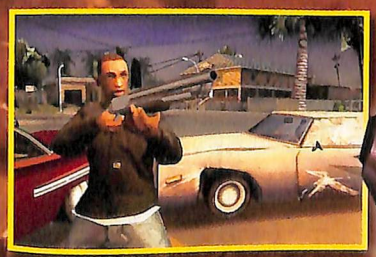
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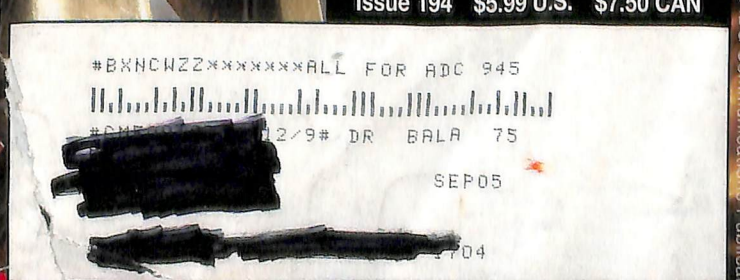


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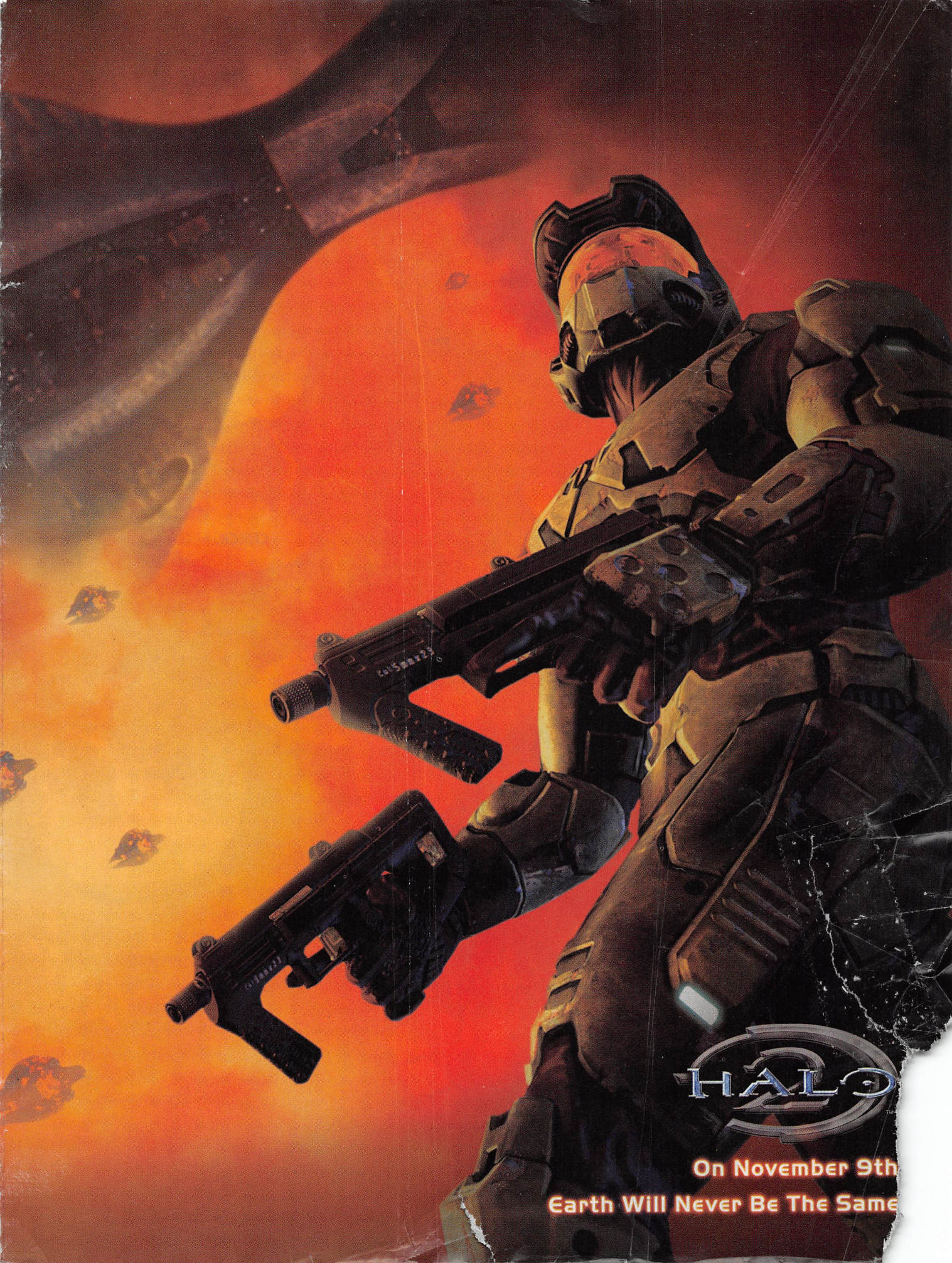
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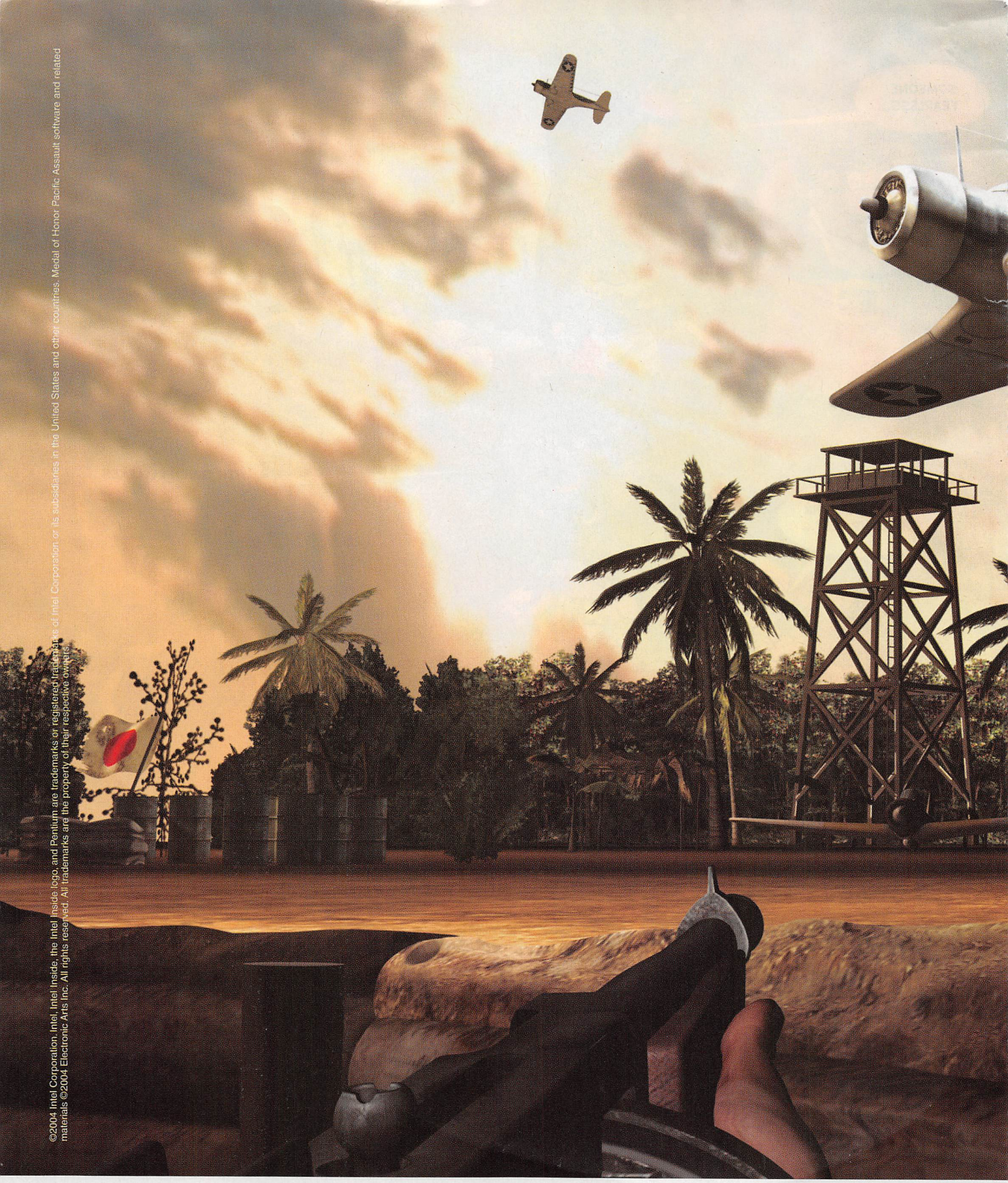


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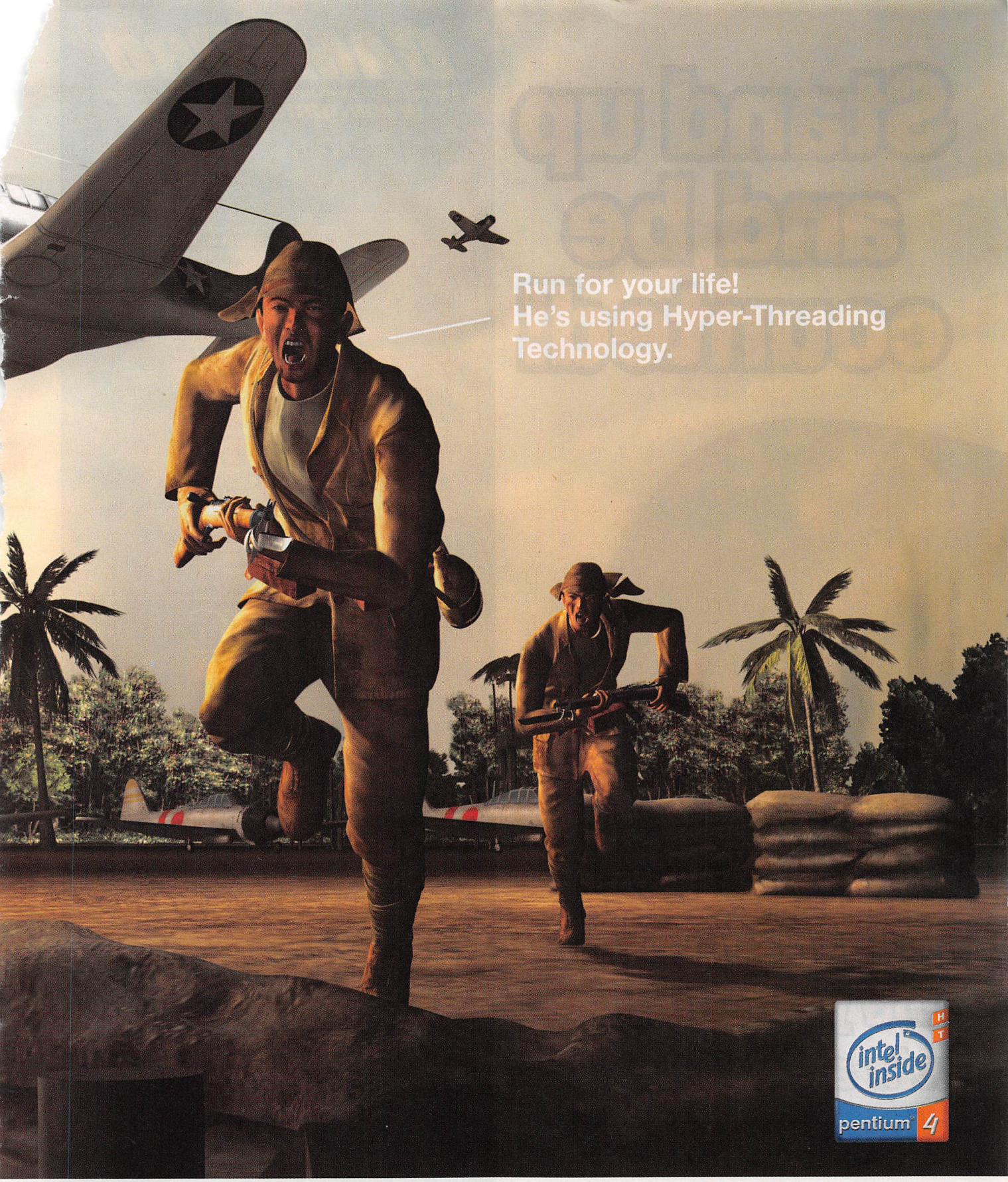
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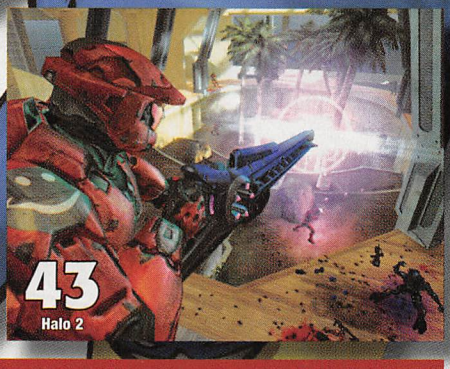
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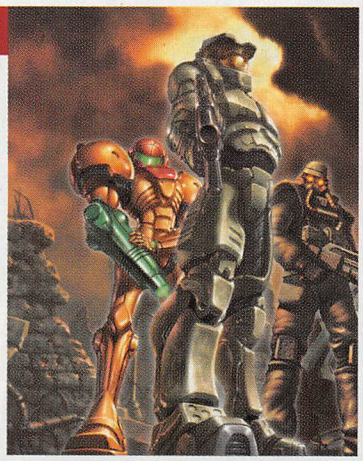
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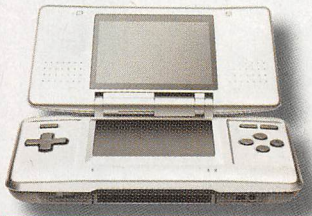
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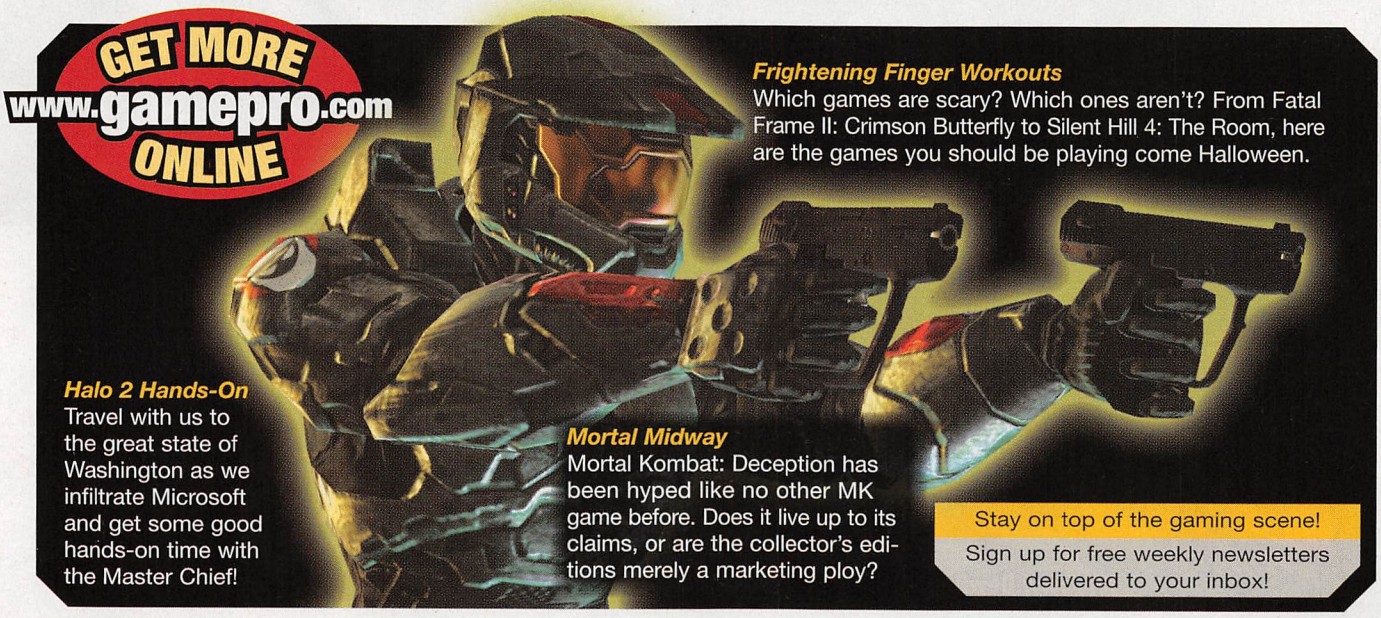
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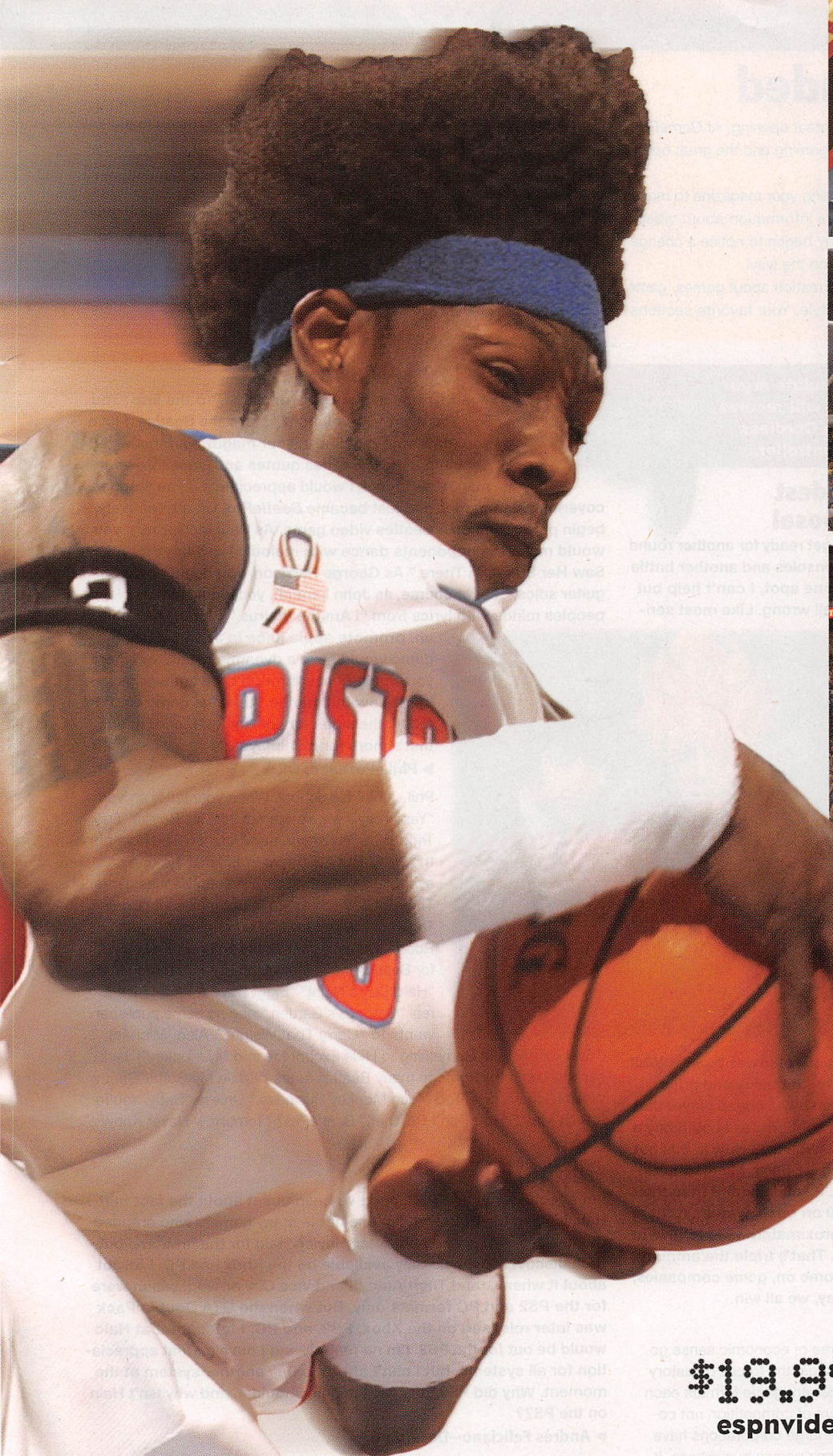
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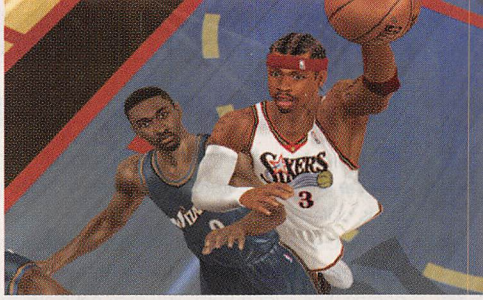
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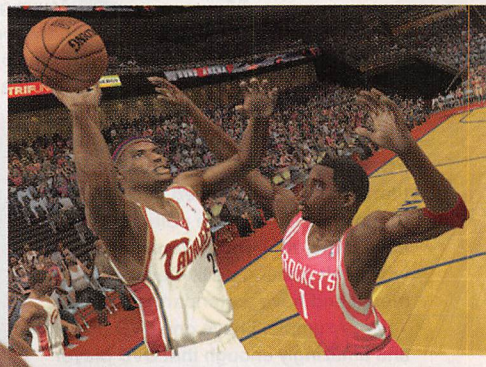
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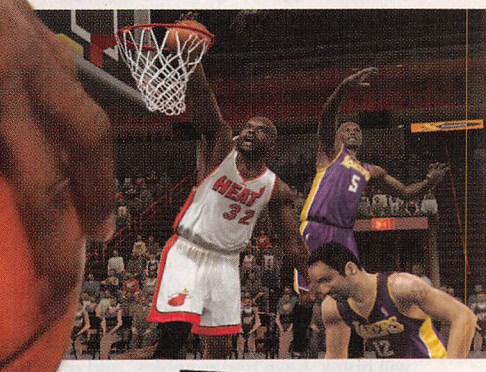
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Loading Is Loaded

Every great adventure story begins with a great opening. At *GamePro*, the great adventure is the world of video gaming and the great opening is called Loading.

The GamePros are in the midst of redesigning your magazine to make it fresher, cooler, and packed with even more information about video games than ever before. You may have already begun to notice a change in the look and feel of *GamePro*, and more is on the way!

Each issue, Loading will bring you hot information about games, game developers, slick gear, and the gamer's lifestyle. Your favorite sections like GamePro Labs, The Cutting Edge, Hot at the Arcades, and Static will anchor a ton of new stuff that will let you know about new games on the horizon, how game designers make their games, and bunch of other stuff that's just plain fun to read.

We hope you'll let us know what you want to see in Loading and other sections of *GamePro*. We're out to make *GamePro* better than it ever was, and we want you there with us every step of the way.

The GamePros, Oakland, CA
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For her articulate argument, Cara will receive a Logitech Cordless Action Controller.



A Modest Proposal

As we get ready for another round of new consoles and another battle for the number-one spot, I can't help but think that we're doing it all wrong. Like most serious gamers, I have all three current systems, a top-of-the-line PC, and a tower of older consoles that, graphics be damned, are still fun to play games on. The point is: Why have three different systems at all—why can't gaming be like every other media and have a standard system?

For example, I have one DVD player, and amazingly enough that DVD player will play every single DVD in America. I don't have to get out my MGM player to watch *Spaceballs* or my Paramount player to watch *Zoolander*. Get the picture? The same is true for CD players: There isn't enough room in my car to even attempt to have more than one. When I say this, people are skeptical. They say that without competition, the companies wouldn't strive to out perform each other, leaving us with products of lower quality. Well, that's bull: They would still have to compete for quality and price.

Again, I go back to the DVD example. I can buy a cheap player that will break, have bad graphics, and offer few options, or I could buy a top of the line product with all the bells and whistles. How is this not a winning situation? Not just for us but also for Sony, Microsoft, Nintendo, or whoever springs up in the future. If you look at it from their point of view, I spent something like $300 on each system. If there were a standard format, I would have approximately $900 to give to whichever company wowed me the most. That's triple the amount of money they are getting from me now. Come on, game companies, compete on quality not on format—that way, we all win.

▶ Cara—Via Internet

Your idea has sanity, logic, and a certain degree of economic sense going for it. Unfortunately, it swims upstream against the forces of history and business. Unlike the DVD standard, the current game formats each evolved at different times within an atmosphere of competition not cooperation, and the individual domains of three large corporations have based economic structures of profit around their games businesses. It will be a cold day in the netherworld before they turn their controllers into plowshares for the common good.



BeatlePro Mania

I recently read in issue 192 of *GamePro* the line "You Say You Want a Revolution?" I love the Beatles. I love you for having that line in your magazine. I think you should put more Beatles quotes and lyrics into your magazine. In fact, I would appreciate it if you stopped covering video games and just became *BeatlePro*. Or, alternatively, begin production on a Beatles video game. As Paul McCartney, you would make the opponents dance with melodic bass lines á la "I Saw Her Standing There." As George Harrison, you could power up guitar solos, and, of course, as John Lennon, you would simply blow peoples minds with lyrics from "I Am the Walrus." Ringo...he could... uh, promote apple juice in Japan. Also, the game would have a dynamic simulator where you would chase through different worlds in the Yellow Submarine. Also, the game would follow the side story of Rocky Raccoon, but that's more for multiplayer.

▶ Phil—Portland, OR

Phil...goin' old school. When your letter arrived "Yesterday," we wondered: Is "This Boy" a "Day Tripper," a "Nowhere Man," or just "The Fool on the Hill?" But "Til There Was You," no one has ever pitched the brilliant idea of a Beatles game. There's "Something" to it, but making it "Come Together" likely faces "The Long and Winding Road." Obtaining the rights "All Together Now" for Beatles intellectual property would require a "Hard Day's Night" "Eight Days A Week." It's a real "Octopus's Garden," and no game publisher wants to "Carry That Weight." Also, Michael ("Everybody's Got Something to Hide Except Me and My Monkey") Jackson still owns the rights to many Beatles tunes. "While My Guitar Gently Weeps," that's just "Too Much Monkey Business." Unless "Baby, You're A Rich Man," "You Can't Do That." *BeatlePro*? "Tomorrow Never Knows." "The End."

Hoping for Halo

I'm a teenager with a PS2, and I've been upset about the fact that Halo isn't on the PS2...yet. I'm one of the many gamers who crapped themselves with excitement after playing Halo for the first time but then discovered it was only available on the Xbox and PC. I forgot about it when Grand Theft Auto III and Vice City arrived, which were for the PS2 and PC formats only. But when the GTA Double Pack was later released on the Xbox, PS2, *and* PC, I felt sure that Halo would be out for the PS2. I'm no fanboy, and I have a great appreciation for all systems, but I can't afford to buy another system at the moment. Why did PS2 fans get the cold shoulder, and why isn't Halo on the PS2?

▶ Andrés Feliciano—Decatur, GA

Yes, the cold-blooded truth is that business is business. Microsoft makes the Xbox not the PS2. Microsoft wants to sell Xboxes. Halo and Halo 2 sell Xboxes. Microsoft/Bungie makes Halo/Halo2. PS2 fans are stuck with the cold shoulder and everything else.

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TEEN T CONTENT RATED BY ESRB
Language
Partial Nudity
Violence

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PlayStation 2

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The X Factor

I've been a subscriber to *GamePro* magazine since I was a little kid. I'm 19 now and still rockin' the games. I read the whole article on X-Men Legends (August, 2004 issue). Well, the game seems cool and all, but I had a retro flashback to the perfect X-Men game: an old X-Men game for the arcades. Maybe it was actually called X-Men: The Arcade Game. I can hardly remember it, but it had five different joysticks, and each one controlled a specific mutant. So if you wanted to switch characters after you died, you had to physically move positions. The characters in the game were Cyclops, Wolverine, Storm, Dazzler, Nightcrawler, and Colossus. I think that's more than enough for a team as opposed to the 15 from Legends. I mean, come on! Why don't they just redo the arcade game? It had such great qualities. Legends sounds neat, but I'd rather get my hands on that classic. If you guys know what game I'm talking about, I'd like to know what happened to it and why it hasn't been rereleased on any platform.

▶ Kyle Butman—Denver, CO

Oh, yeah—good one! X-Men: The Arcade Game by Konami is from back in the day when a quarter meant something. X-Men had eight levels of multiplayer mania when that meant standing shoulder to shoulder with friends and strangers alike. As you mentioned the X-Men, how about some of the game's bad guys: the Sentinels, Juggernaut, Mystique, White Queen, Wendigo, the Master Mold, and the showdown with Magneto. If you're lucky, you might find one of these beauties tucked away in a corner of your friendly neighborhood arcade (if you can find one of those) or a bowling alley that knows its stuff. Hope Konami's checking in because a new version of this classic would be just awesome.

Art Attack!



Pick of the Month!

A. Flores—Tehachapi, CA

Nintendo's Original Dual Screens

So I'm at the boardwalk, and I go into this arcade's retro section. There I see a Nintendo Punch-Out machine with—get this—two monitor screens! The bottom screen displayed the action and the top screen showed fighter stats. When the Nintendo DS and the idea of two screens showed up in the video-game press, everybody talked about how some Game & Watch titles were like that but no mention was made of Punch-Out. I thought everyone would like to know that there is another game that used two screens a long time ago.

▶ Jared Thorbahn—Newark, OH

Excellent observation! Do you think Nintendo ever considered a dual-screen handheld when it was developing Punch-Out for the arcades? Could Punch-Out possibly be on the DS release list? Hope so.

READER REVIEW

Spider-Man 2

Spider-Man: The Movie blazed new trails and quickly became known as one of the best superhero games around (not that its a huge compliment). Spider-Man 2 *truly* is the best superhero game around! The first thing you'll notice about this Spidey adventure is the ability to drop from rooftop to ground...with no load times. Seriously—no load times! From the first moment the funny training voice from the last game tells you to leap off the roof, you realize the extent to which Treyarch went to make the seamless fall from skyscraper to ground...well, seamless. What's more, after you land on the ground, you're instructed to open your map. After a few seconds of silence and then seeing the size of the re-created New York, all you can say is, "Wow!" Oh yeah, I forgot one teensy thing...web slinging! The new, much more dynamic "swing" engine is incredible! The biggest overhaul? Tilt the camera up to actually see what you are attached to! No more swinging on air for you! Spider-Man 2 is $50 well spent.





FUN FACTOR 5.0/5

—Blade 238

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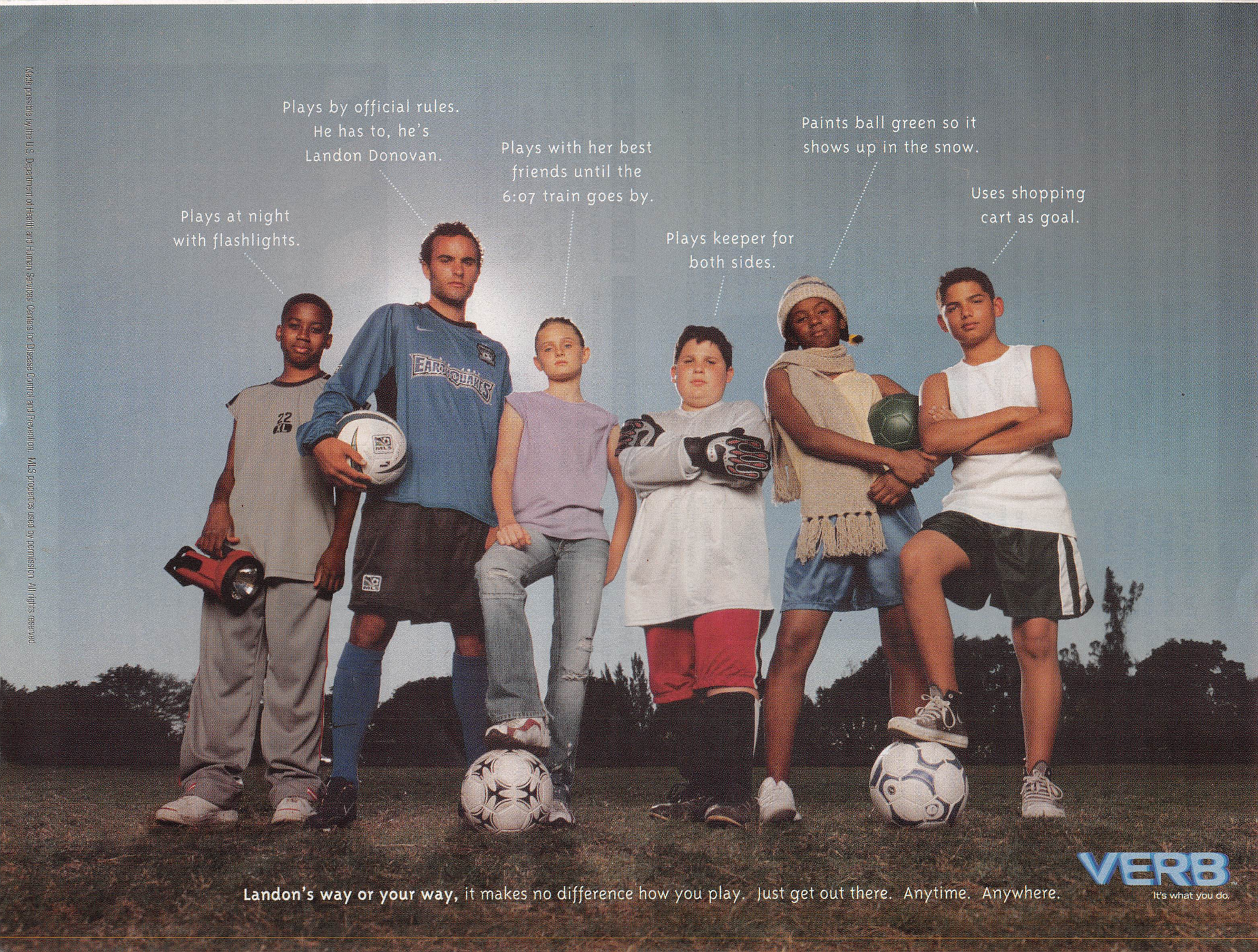
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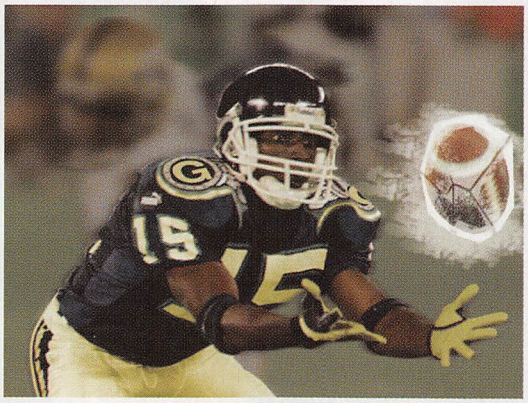
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With football season in full swing, The Watch Dog takes on the latest sports games, uncovering the most recent video-game fumbles. The new NCAA Football seems to have some unresolved quirks, and ESPN Videogames has swiftly rushed to resolve online issues with NFL 2K5.

Video-Game Punts

I just purchased EA's NCAA Football 2005, and during what seems like the second game of my Dynasty mode, the game freezes when the opposite team punts. I am playing with a created team; I don't know whether or not that has anything to do with this problem. I returned the game and got a new one, and I still have this problem. Is there anyone else that has this problem, or is it my PlayStation 2? I love the game and just want it to work. Thanks for any help you can give me.

▶ **Patrick Evans Jr.—Via Internet**



Unfortunately, NCAA Football 2005's Dynasty mode will freeze if you've implemented too many uniform options for your custom team. To prevent your game from freezing, make a new Create-a-School using no more than three of the following uniform options: helmets with any stripe/logo combo; pride stickers on; chest logo on; shoulder/sleeve with numbers and logos; hip logo set to "Both." Next, add the new Create-a-School to a new Dynasty. Your dazzling uniform-making talents will have to be put on hold until EA addresses the issue.

Uncinematic Camera Slow Mo

I've been playing NCAA Football 2005 for the Xbox, and the frame rate slows down badly during some moments. Also, my saved settings won't load automatically, and the new Create-A-Signs never actually show up in the fan cut-scenes. Is EA Tiburon hearing about these issues from other players?

▶ **Anonymous—Via Internet**

According to EA: "We're aware that the Xbox version of NCAA Football 2005 suffers from some gameplay speed issues during certain points of a normal game. We have investigated this issue thoroughly and can report that this is directly associated with in-game camera settings and current settings of the user's TV. If you have experienced this issue, here are some quick changes that should improve the gameplay speed and make your experience more enjoyable.

Follow these simple steps:

1. Enter the dashboard on your Xbox and then enter the video-settings option.
2. Make sure that the video is set to the correct mode (i.e. normal for nonwide-screen TVs).
3. Once the proper video mode is set, launch NCAA Football 2005.
4. At the main menu, select My NCAA.
5. Enter Settings and then enter Visual settings.
6. At the Visual settings menu, change the camera view from the default "NCAA" to the "Classic" camera view.

As for the Create-A-Sign feature, users must initiate the created signs themselves: Press L2 plus ○ (for the PS2) after the play. This is in the game's manual under User-Controlled Celebrations.

Also, we haven't seen or heard anything about the settings files not loading properly. The team thinks it sounds like somehow the file got corrupted during saving and is now invalid. They suggest deleting the existing one and saving a new one."

Sure enough, changing the camera to Classic view works, probably because smaller players equals less hardware strain. After closer inspection, we found that the audio-setting portion doesn't auto load even with a file that isn't corrupted. Every other setting, however, should load normally.

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bug alert

ESPN NFL 2K5

PlayStation 2, Xbox
Developed by Visual Concepts
Published by Sega/Global Star

Visual Concepts has announced on the ESPN Videogames message board that fixes to the various online issues for ESPN NFL 2K5 are forthcoming for the Xbox. The fixes will likely be addressed by the time you read this, but servers are to be updated to address the log-in and roster problems for the PlayStation 2 and Xbox. Another problem to be addressed is a bug for the Xbox version that prevents users from challenging or getting challenges for matches. Players who have initiated or received four or more challenges reportedly cause the issue.

MVP Baseball 2004

PlayStation 2, Xbox
Developed by EA Canada
Published by EA Sports

EA Sports informally admitted to a home-run bug in MVP Baseball 2004 that has been fixed for the PC version but still persists for the console versions. Commonly known as the "lefty bug," it causes left-handed batters to have a harder time hitting home runs due to the ball getting topspin when the swing isn't timed perfectly. With the topspin, balls tend to "dip more than they should," turning potential home runs into grounders. Right-handed batters tend to put a backspin on the ball, allowing for slightly mistimed hits to float in the air.

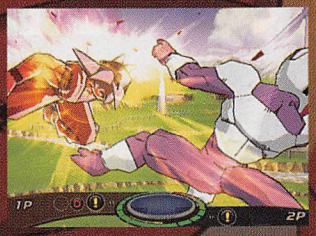
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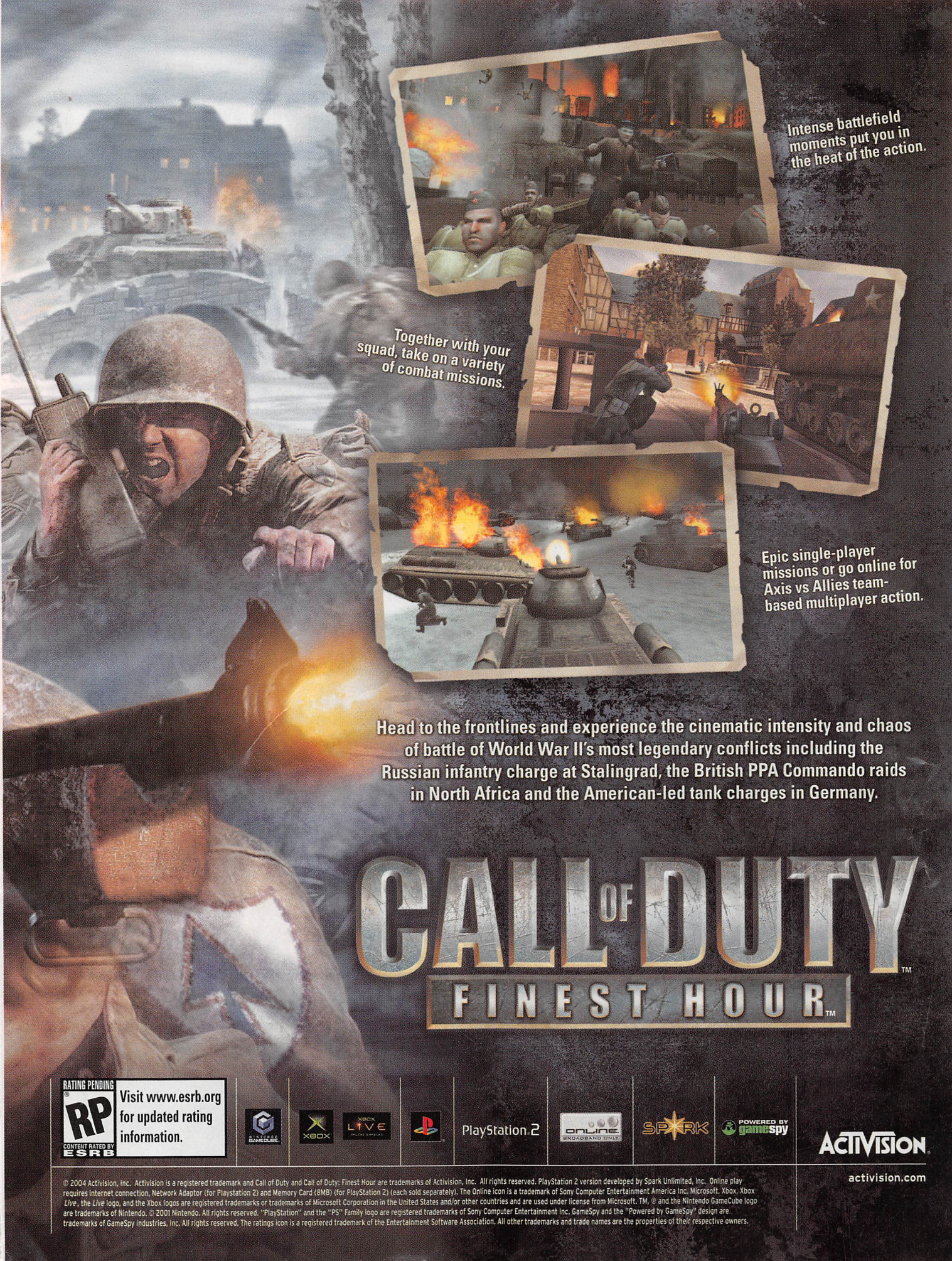
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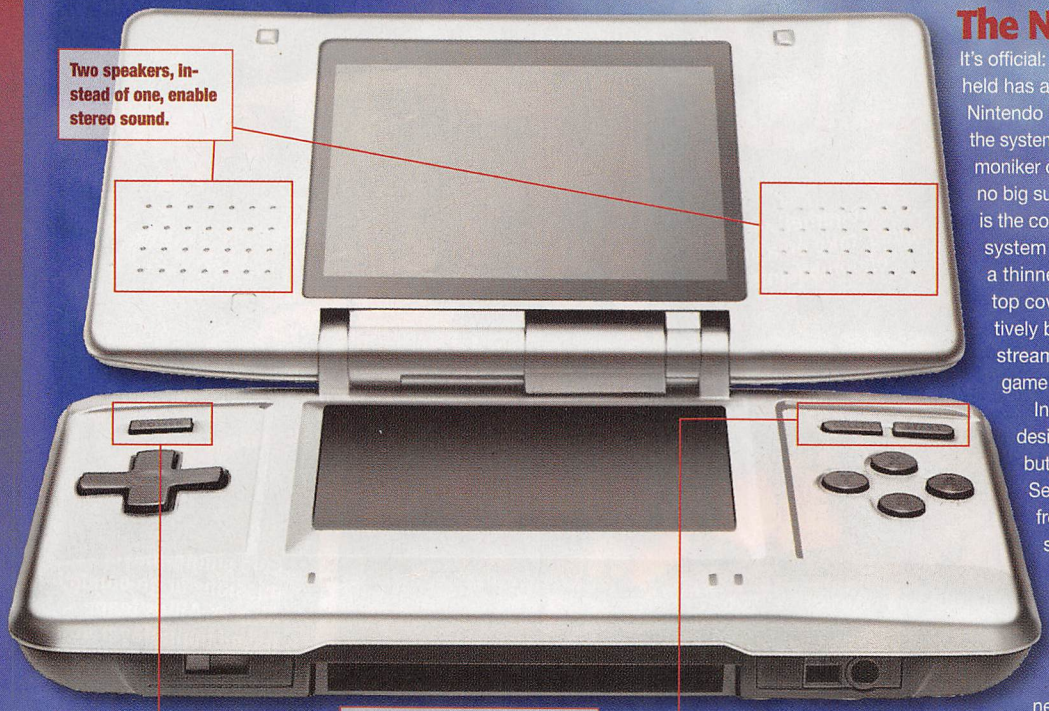
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Seeing Double



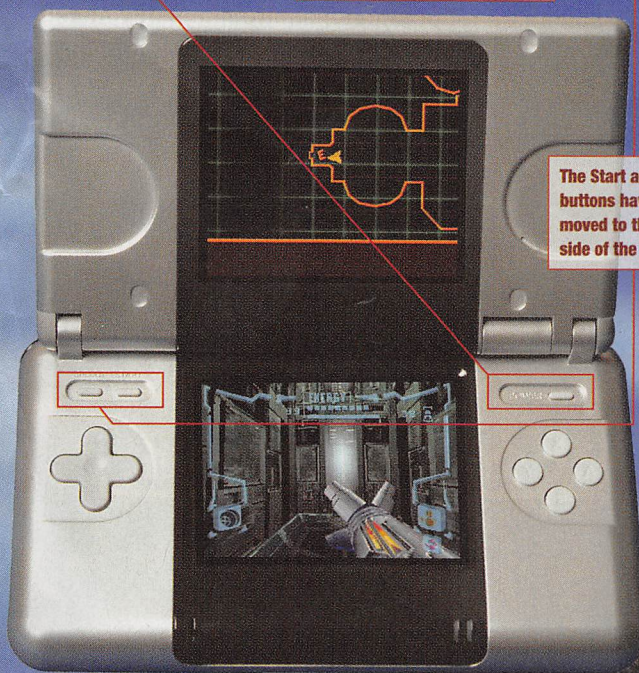
The New Nintendo DS

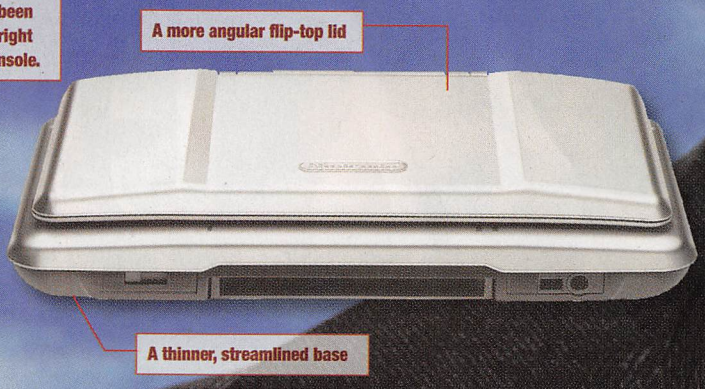
It's official: Nintendo's next-generation handheld has a new design but keeps its name. Nintendo DS, formerly a codename during the system's development, is now the official moniker of Nintendo's dual-screen console—no big surprise there—but what is surprising is the cosmetic overhaul the previously plain system has undergone since E3. Sporting a thinner, black base and an angular flip-top cover, the new DS, once an unattractively boxy device, is now a much sexier, streamlined, and aesthetically pleasing game machine.

In addition to the change in overall design, the face buttons and shoulder buttons are larger, while the Start and Select buttons have been shunted from the left to the right side of the system. In a mad stroke of logic, a storage slot has been built for the touch screen's stylus, and the unit now has two speakers instead of one, enabling it to broadcast in stereo without the need for headphones.

All of the other features are still there—dual screens, chat functions, a touch screen, wireless capabilities, voice recognition—and Nintendo president Satoru Iwata has gone on the record claiming that the Nintendo DS will "change the future of handheld gaming."

As of now, there are about 10 dozen games in development for the DS, and Nintendo is developing about 20 them. The word's still mum on exactly when the DS will be released, what games will launch with it, and how much it will set you back, but for now, dig these images of the improved design.—*Iron Monkey*





And Now...the Games

After months of silence, Nintendo has finally fessed up and released a list of over 60 games currently in development for the DS. Many of the top publishers like EA, Capcom, Sega, and Konami are on board, and it will be exciting to see how they tailor their heavy hitters to take advantage of the DS's revolutionary features. Here's a list of some of those games, and more will be announced in the coming months.

Atari
Atari Classics

Bandai
Mobile Suit Gundam Seed

Capcom
Mega Man Battle Network
Viewtiful Joe

Electronic Arts
GoldenEye
Madden NFL
Need for Speed Underground
Tiger Woods PGA Tour
The URBZ: Sims in the City

Hudson Soft
Bomberman

Koei
Dynasty Warriors (working title)

Konami
Boktai (working title)
Castlevania (working title)
Dragon Booster (working title)
Frogger 2005 (working title)
Survival Kids (working title)
World Soccer
Winning Eleven series (working title)
Vandal Hearts (working title)
WINX (working title)
Yu-Gi-Oh! Nightmare Troubadour

Namco
New Mr. Driller (working title)
Pac 'n' Roll (working title)
Pac-Pix (working title)

Sega
Project Rub (working title)
Sonic DS (working title)

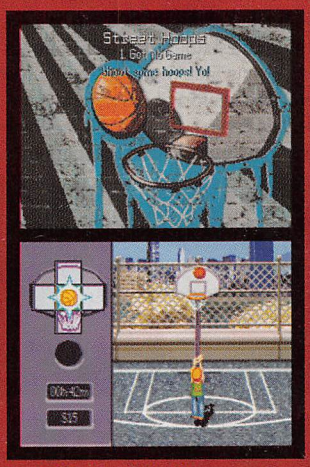
Square Enix
A new story of Secret of Mana
A new story of Slime Morimori Dragon Quest
Dragon Quest Monsters series
Egg Monster Heroes
Final Fantasy Crystal Chronicles series

Tecmo
Monster Rancher

THQ
SpongeBob SquarePants

Ubisoft
Asphalt GT
Rayman

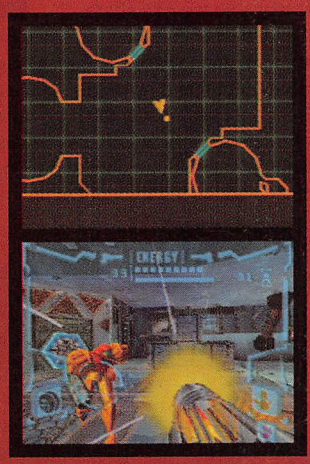
Vivendi Universal Games
Robots



The URBZ: Sims in the City—Electronic Arts



Mario Kart DS (working title)—Nintendo U.S. release to be determined



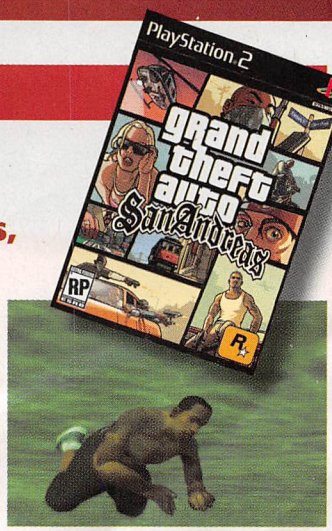
Metroid Prime Hunters—Nintendo U.S. release to be determined

Illustration: Randall Ng: http://members.aol.com/ngrando

GTA Watch

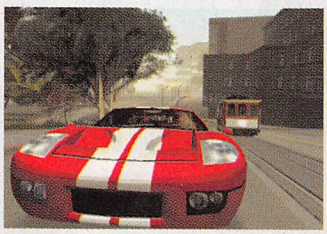
Grand Theft Auto: San Andreas

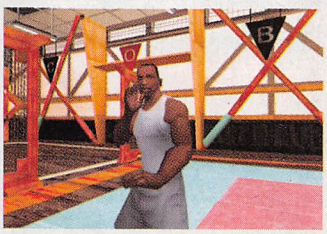
New features to include martial arts, car customizing, stealth kills, swimming, and more



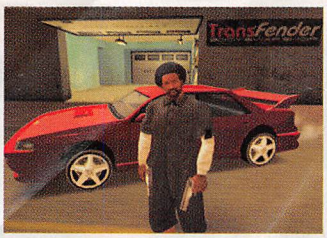
Yet another area of the upcoming **Grand Theft Auto: San Andreas** has been revealed: San Fierro. This San Francisco clone has all the landmarks of the city by the bay: the Transamerica building, the Bay Bridge, Lombard Street (the "crookedest street in the world"), and others—albeit with slight variations on their names. Playing in this area revealed several enhancements to the GTA game engine:

- C.J. can stop at a dojo and learn martial arts moves that replace his standard melee attacks.
- Cars can be aesthetically customized at the local garage, and nitrous can be added (for that extra boost of speed).
- In previous GTAs, if you ditched an automobile, chances were it would be gone for good when you went back for it later. In San Andreas, there's a good chance the car has been towed and you can reclaim it at the local impound yard.



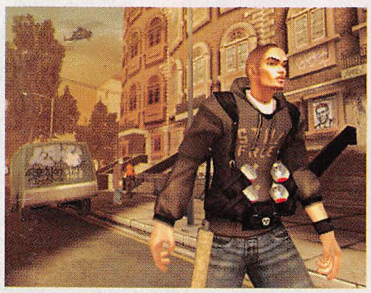


- C.J. can perform stealth kills by sneaking up on an enemy from behind. Although he used a knife in the demo, he may be able to use additional handheld weapons to silently execute an enemy. The effect is similar to Manhunt's, where you lock on to your target from a distance and then move in close for the kill.
- C.J. can swim! Remember how annoying it was in Vice City when Tommy fell in the water and died because he couldn't swim? None of that here: C.J comes with a complete set of strokes, but he can hold his breath for only a limited time while fully submerged. While in the water, C.J. can carjack boats—with the proper timing.

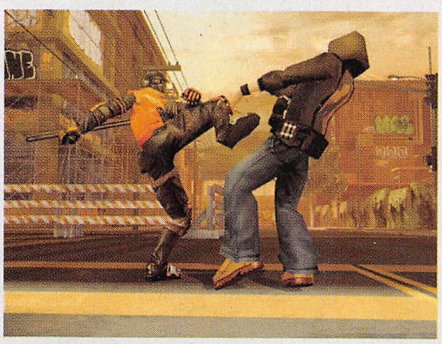


Rockstar also demonstrated the seamless and load-time-free transition between cities as C.J. drove from the countryside to Los Santos with no delays or quick freezes; the only load times will occur when C.J. enters a building. There's no word on the voice talent (that will be revealed closer to when the game ships) or music that will be used in the game, although it sounds as if a multi-CD set will be issued. There was also mention that San Andreas is the last game in the GTA "trilogy," which could possibly mean that the next installment could be on next-gen hardware....—*Major Mike*

Tag 'Em and Bag 'Em



One of the most intriguing trailers unveiled at E^3 was **Marc Ecko's Getting Up: Contents Under Pressure**, which—along with a ridiculously long game name—showed off an incredibly stylish approach to the visuals and gameplay. Atari finally coughed up some screens so we can share the love. Half the charm of the trailer was the visual style, which these screens don't really capture. The other half was the gameplay, which mixes graffiti and revolution, almost like a combo of Jet Grind Radio and Freedom Fighters. On the drawing boards of fashion guru Ecko for seven years now, Getting Up aims to capture urban and graffiti culture with a mix of combat, stealth, and tagging as you play as Trane, who starts putting up his tag throughout an oppressive futuristic city and sparks an unexpected revolution in the process. Now sure, trailers aren't games, so Getting Up could flame out on its own hype. But if Atari and its developer, The Collective, come even close, Getting Up could be one of the PS2's stars of summer when it hits in June 2005.

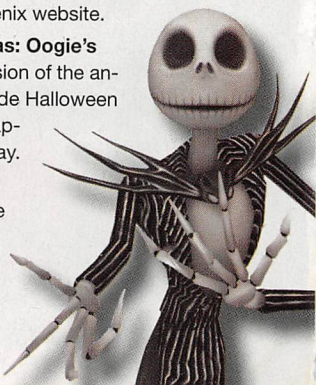


—*Air Hendrix*

Delay of Game

Patience is a virtue

- **Battlefield: Modern Combat** (PS2): Once a September release, EA Games and Digital Illusions' modern-day action-combat title has been delayed until fall 2005. In addition to the 24-player-maximum online facet, a single-player mode for the game has been announced.
- **Brothers in Arms** (PS2, Xbox): Ubisoft's squad-based first-person World War II shooter has been pushed from a Christmas to "sometime in early 2005 release." No reason was given for the delay, but many speculate the game would get lost next to Ubisoft's other big holiday releases, Prince of Persia 2 and Splinter Cell: Chaos Theory.
- **Death by Degrees** (PS2): Namco's action game starring Nina of Tekken fame has been pushed from a fall release to February 2005.
- **The Getaway: Black Monday** (PS2): Previously a November release, Sony's crime action/adventure title is now slated for a January 2005 release.
- **Iron Phoenix** (Xbox): Sammy Studios' 16-player online brawlfest has been moved from October to February 2005. The Live-enabled Xbox-exclusive title will be delayed to take advantage of the upcoming Live 3.0 upgrades that will let players form clans, schedule tournaments with other clans, and track statistics via the Iron Phoenix website.
- **Tim Burton's The Nightmare Before Christmas: Oogie's Revenge** (PS2): What's this? The interactive version of the animated feature film has slipped from its worldwide Halloween 2004 release to an unspecified date in 2005. Capcom had no comment on the reason for the delay.
- Epic Games signed a three-game contract with Midway to publish **Unreal**. The next game in the series, **Unreal Championship 2: The Liandri Conflict**, will be released in February 2005 exclusively on the Xbox.



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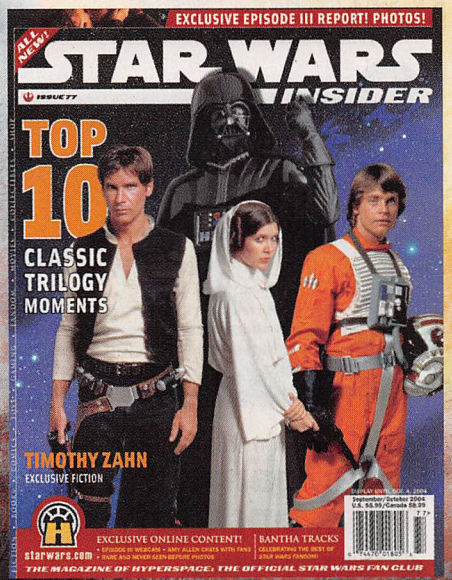
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Although the letters "NPD" aren't initials for anything specific, they do stand for something important. The NPD Group is the absolute authority on all gaming data, which translates to more number crunching stats than you can ever count. And thanks to our partnership with them, it also means that you're privy to exclusive game data in GamePro and on GamePro.com.

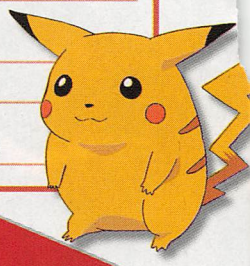
Top 10 Best-Selling Console Video-Game Titles
July 2004

	TITLE	PLATFORM	LAST MONTH
1.	**NCAA Football 2005** EA Sports	PlayStation 2	NEW
2.	**ESPN NFL 2K5** Sega/Global Star	PlayStation 2	NEW
3.	**Spider-Man 2** Activision	PlayStation 2	1 ▼
4.	**ESPN NFL 2K5** Sega/Global Star	Xbox	NEW
5.	**NCAA Football 2005** EA Sports	Xbox	NEW
6.	**Spider-Man 2** Activision	Xbox	5 ▼
7.	**Spider-Man 2** Activision	Game Boy Advance	NEW
8.	**Spider-Man 2** Activision	GameCube	NEW
9.	**Driv3r** Atari	PlayStation 2	4 ▼
10.	**Tales of Symphonia** Namco	GameCube	NEW

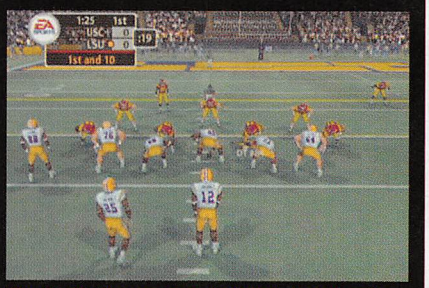
Source: The NPD Group/Point-of-Sale

Why GP Editors Don't Have Dates This Month

1. Doom 3 (PC)
2. NCAA Football 2005 (PS2, Xbox)
3. ESPN NFL 2K5 (PS2, Xbox)
4. Madden NFL 2005 (PS2, Xbox)
5. Street Fighter Anniversary Collection (PS2)
6. Fable (Xbox)
7. Hot Shots Golf Fore! (PS2)
8. Pokémon FireRed/LeafGreen (GBA)
9. Silent Hill 4 (PS2)
10. Global Operations: Typhoon Rising (PC)



1 NCAA Football 2005



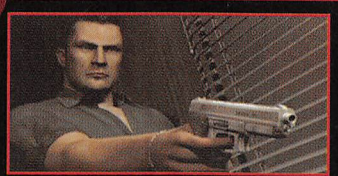
The football season is definitely in full swing, and what better way to kick off Chartbusters than to have one of the best football franchises rank number-one this month. With sweet additions to the Dynasty mode and tweaks to kick-off returns and the running game, it's no wonder why we gave this year's NCAA Football the highest rating, a 5.0 score, too.

3



Sure, the blockbuster movie had something to do with the game's success, but Spider-Man 2 on any system is still well worth a playthrough.

9



Wow, how did Driv3r make it in the Top 10?! Our guess is that the name sold itself and this will be the last time you'll see the title on this list.

Readers' Favorite First-Person Shooters of All Time

1. GoldenEye 007 (N64)
2. Halo (Xbox)
3. Half-Life (PC)
4. Doom (PC)
5. Counter-Strike (PC)
6. Perfect Dark (N64)
7. Deus Ex (PC)
8. Call of Duty (PC)
9. Medal of Honor (PC)
10. Quake (PC)

Source: GamePro.com Reader Poll

For more information, visit **gamepro.com/chartbusters** or **npdfunworld.com**



CAN'T WAIT FOR NOVEMBER 9? NEITHER COULD DEW!

XBOX® & DEW's FIRST HALO 2 LAN PARTY
XBOX HEADQUARTERS: REDMOND, WASHINGTON

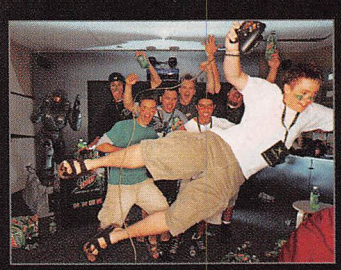
Halo fans submitted photos showing how much they love Dew & Halo together — Winners were invited to play Halo 2 at Xbox HQ 107 days before launch. Check out more event photos at mountaindew.com/gaming.

XBOX LIVE

XBOX

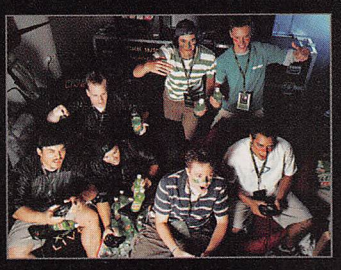
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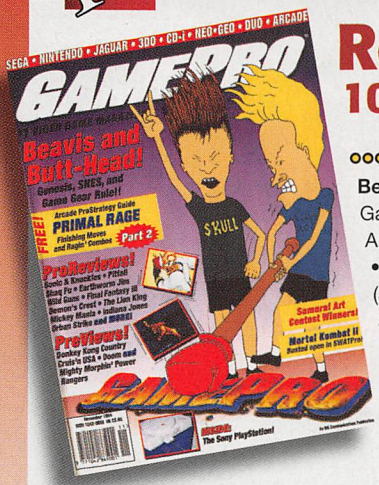






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All rights reserved. Microsoft, Halo, Xbox, Xbox Live, the Xbox logo and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. This ad is based on a Mature-rated video game.

10 Years Ago



Retro Corner
10 Years Ago (November 1994)...

...in *GamePro*

Beavis and Butt-Head graced the cover of our 282-page November 1994 issue with a preview of the Super NES and Game Gear versions of the game, and a ProReview of the Genesis version, which received a 3.5 Fun Factor.

Also in the issue:

- **Final Fantasy III** (Super NES) received straight 5.0s except for Graphics (4.5) in our ProReview, while **Road Rash** (3DO), **Lethal Enforcers II—Gun Fighters** (Genesis), **Sonic & Knuckles** (Genesis), **Earthworm Jim** (Genesis), and **T-MEK** (arcade) all received perfect 5.0 scores in every category.
- **Cruis'n USA** and **Darkstalkers: The Night Warriors** were hot at the arcades.
- Eye Spy went to Hong Kong for a behind-the-scenes report on **Supreme Warrior**, a FMV fighting game from the now-defunct Digital Pictures (the game was also developed for the now-defunct Sega CD).
- In his review of **Shaq Fu** for the Super NES, Slo Mo claimed, "Shaq gets shrunk down to size, but his Shaq Fu stands tall," and awarded the game a 4.0 Fun Factor rating.

...in Gaming

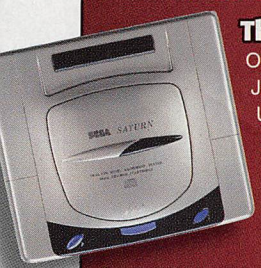


When it was released, Donkey Kong Country was called "the most successful video game in history."

Donkey Kong Country (Super NES) Is Released

Rather than focus on a new console system, Nintendo found new ways to unlock the power of its 16-bit Super NES. Case in point: Donkey Kong Country—a side-scrolling hop-n-bop action game. Developed by Rare, of GoldenEye 007 and Perfect Dark fame, DKC's graphics were truly eye-popping—courtesy of Nintendo's proprietary Advanced Computer Modeling. The $70 32-meg monster cart was released on November 21 and sold a half million units in the first week; after six weeks, the number surpassed 6 million worldwide. It spawned two sequels—Diddy's Kong Quest (1995) and Dixie Kong's Double Trouble (1996).

The Sega Saturn Is Released in Japan

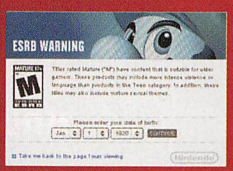


Sega's 32-bit machine had strong sales in Japan.

On November 22, the Sega Saturn was released in Japan for the price of ¥44,800—approximately $450 U.S. A CD-based 32-bit system, the Saturn was Sega's main competition for Sony's PlayStation system, which hit shelves in Japan the following month. On the first day of its release, the Saturn sold approximately 170,000 units; by late December, the number swelled to half a million. The Saturn was released in the U.S. in 1995...but that's another story.

The ESRB (Entertainment Software Rating Board) Ratings Take Effect

Administered by Dr. Arthur Pober for the Interactive Digital Software Association, the ESRB ratings, which pertain to a specific audience, were given to video games. The five ratings were established in response to growing concerns of violence in video games, such as Mortal Kombat and Night Trap, as demonstrated during a well-publicized senatorial hearing (a true instance of your tax dollars at work) chaired by Sens. Herbert Kohl (D-Wis.) and Joseph Lieberman (D-Conn.). These ratings are still used today for video games.



Remember, this is for your own good.

XBand Network Goes Live

Before the Internet and Xbox Live, Catapult Entertainment's XBand network adapter enabled Genesis gamers across the nation to play against others using a phone line (the service would be expanded to Super NES owners later). The system's XMail also allowed players to send and receive messages, and parents were able to establish long-distance calling restrictions. XBand had a brief, successful run and gave game-console gamers a glimpse of what was to come with online gaming.



Catapult's XBand network adapter enabled gamers to play 16-bit titles online.

Sega Releases the 32X in North America

Welcome to the next level: For $160, Genesis owners could add the 32X onto their system and play games with better graphics and sound than those that the lone 16-bit system could offer. However, after a strong initial system launch, the 32X fizzled due to a less-than-stellar software lineup (several titles were rushed to retail shelves sans quality control) and developers set their sights and resources on the upcoming CD-based Saturn system, which was released the following year. Many consider the release of the 32X (and in small part, the previous Sega CD) a terrible error on Sega's behalf and one that began the company's eventual exit from the console business. Manufacture of the 32X ceased in 1996, leaving system owners feeling burned by Sega's unfulfilled promises of "extended software support." In some circles, the system was referred to as the "32-why?" Can you think of five good games for the system; better yet, can you think of five games for the system?



The 32X is said by many to be the beginning of the end for Sega in the hardware arena.

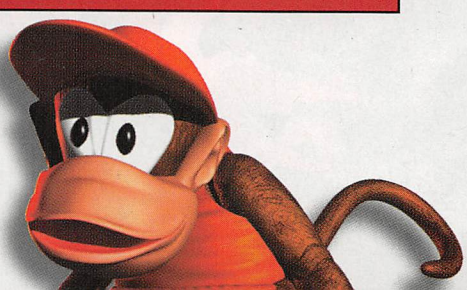
...in Sales



Here are the top-five selling games of November 1994:

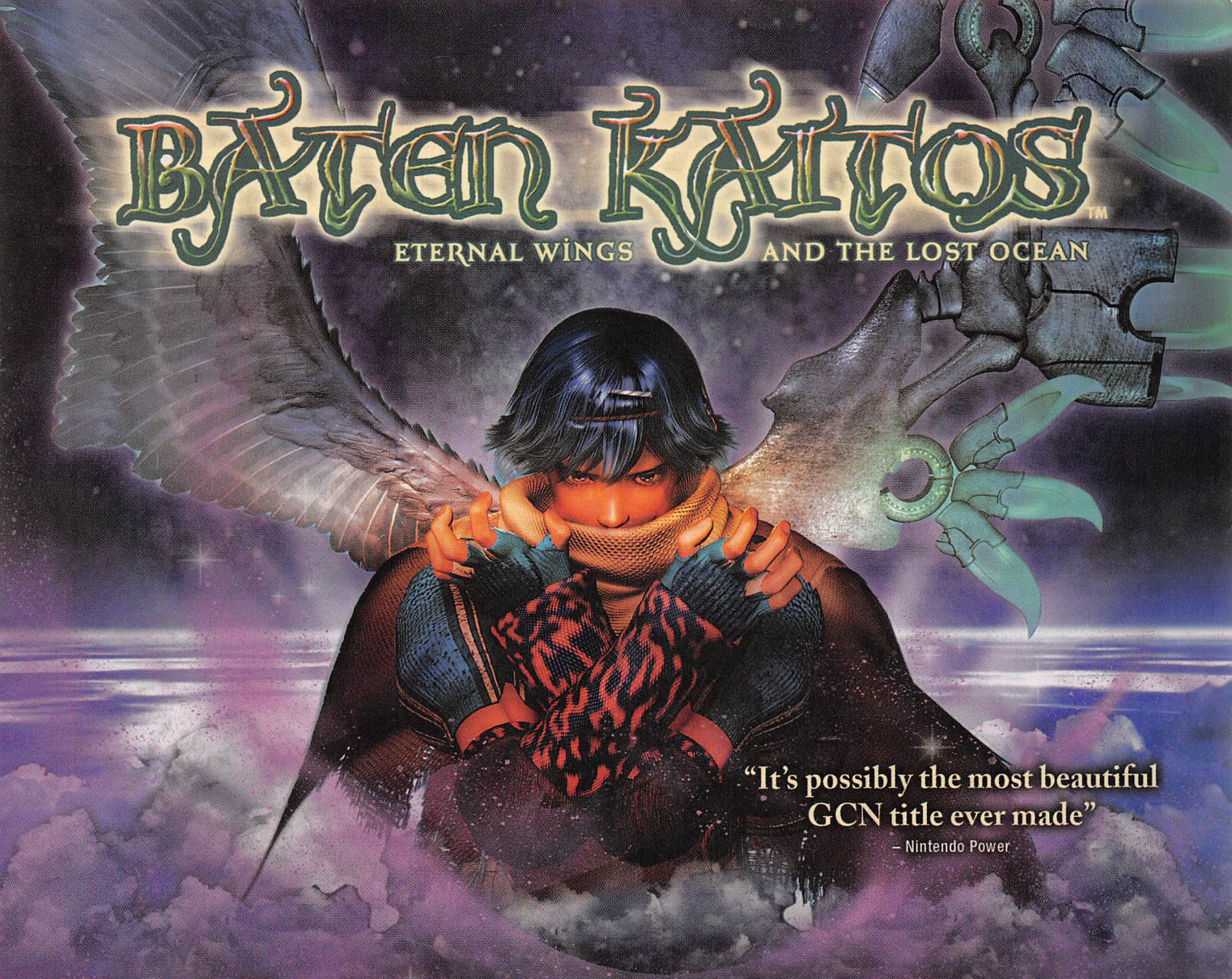
1. Donkey Kong Country (Nintendo/Super NES)
2. Sonic & Knuckles (Sega/Genesis)
3. Madden NFL 1995 (EA Sports/Genesis)
4. Mortal Kombat II (Acclaim/Genesis)
5. Mighty Morphin' Power Rangers (Sega/Genesis)

Source: The NPD Group/Point-of-Sale



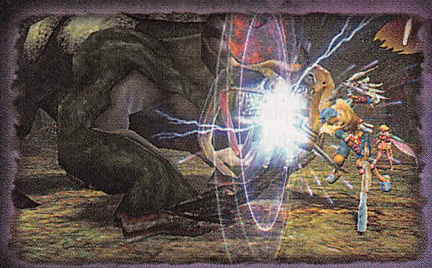
BATEN KAITOS™

ETERNAL WINGS AND THE LOST OCEAN



"It's possibly the most beautiful GCN title ever made"
– Nintendo Power

The world of Baten Kaitos exists in an era where lands float in the sky and the once-vast oceans are mere legend. With your help, Kalas and Xelha must struggle to reveal the mystery of the lost ocean and destroy the corruption that threatens their world.



Embark upon an emotional journey across a richly imagined world and detailed character development spanning over 60 hours of gameplay.



Vivid, pre-rendered backgrounds are alive with subtle, ambient animations. Enjoy gloriously rendered battle environments and astounding spell effects.



An unconventional card-based RPG system unites all elements of gameplay with over 1000 types of "Magnus" cards.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

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NetPro

The Matrix Online

Monolith's MMORPG is currently in beta. Could it be The One?



When we saw it at E3, we labeled it one of our "disappointments," especially when standing next to World of Warcraft or EverQuest II. The world looked too much like that of City of Heroes to feel original, and the turn-based combat seemed too slow and "RPGish" to really feel Matrixy.

Now that we've played around with the beta, we're more enthused about The Matrix's MMO potential—if you've ever played Shadowrun, there's a surprisingly heavy dose of its cyberpunk sensibilities here.

One of the coolest concepts in *The Matrix*—the notion that you could "download" whatever program you needed to become whatever you wanted—serves as the basis for one of the coolest features in the game. Each time you jack in, you can select which programs you want to take with you so long as you have enough memory to hold them. "Base programs" like Hacker, Operative, and Coder lead to more specialized codes like Kung Fu in a skill-tree fashion. Any character can purchase any program, which essentially means you can switch "classes" in between sessions.

Missions are varied and attained by contacting one of your "sponsors" (Zion, The Marovingian, the Machines) via cell phone. They often involve entering one of the world's many fully floor-planned buildings, taking an elevator to the "mission" floor, and then finding your quarry—a potential "Red Pill" to bring an extraction point, important data, or NPC to kill.





Fighting is accomplished by selecting different moves, like throws, dodges, or special fighting techniques. Every turn, your move is paired up against your opponent's; if your move "beats" the opponent's, you get to execute it. Battles tend to take a bit longer than in WOW, but the way characters interact, collide, and connect with one another during battle is much more believable than in any MMO we've seen.



The Matrix Online may not have EQII's hi-tech graphical polish or WOW's streamlined speed—at least not yet—but it's got complexity, flexibility, and major cyberpunk appeal, which is something the genre's been sorely lacking. It's still in way-early beta, so stay tuned—there's still lots of time for the code to be rewritten.—*Star Dingo*





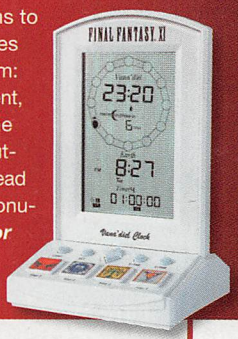
Capes in Paragon City!

How could you have a superhero MMORPG and not have capes? That's what nearly 200,000 City of Heroes players said, so NCsoft finally listened and put them in the latest update (Issue 2: Shadow of the Past). The weird part: You can get only one if you're at Level 20. Yet you can shoot crimson death lasers from your fingertips at Level 1....



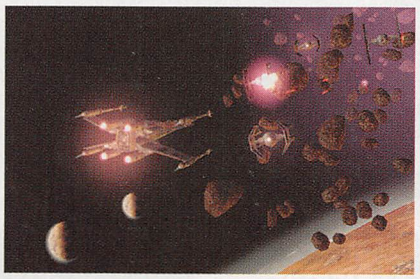
Keeping Time in Vana'diel

Blurring the line between reality and Final Fantasy XI is this Vana'diel Clock ($44.99) from Hori. It shows you Earth time, Vana'diel time and moon phases, as well as four timers you can configure as alarms to alert you when your abilities are ready. The only problem: The digital face is transparent, so you need to position the clock against a light, uncluttered backdrop in order to read it. Otherwise, it's a fitting monument to your obsession. ***For more information, visit hori.ne.jp/ffxi_vdck_us/***



GALAXIES IN SPACE (FINALLY)

Skirting demands to revamp a combat system that favors juiced-up brawlers in über composite armor, LucasArts is releasing a new expansion that at last puts the "star" in Star Wars Galaxies. Jump to Lightspeed is a "twitch-based" space combat simulator that allows players to play as a Rebel, Imperial, or privateer pilot, complete with a customized ship. Pilot professions progress separately from the ground, so you can potentially start off on the same foot as veteran SWG players. It should be ready in late October.



HOT AT THE ARCADES

Target: Terror

■ Developed by Raw Thrills
■ Published by Betson ■ Available now





In a nod to the post-9/11 events comes Target: Terror, a shooter from industry veteran Eugene Jarvis and his new company Raw Thrills. Target: Terror is similar to gun games in the vein of Area 51 and Maximum Force: Pick up the pistol peripheral and shoot the bad guys. You blast terrorists through 10 missions of locales, ranging from airports to the Golden Gate Bridge to nuclear power plants. The final mission takes place aboard a hijacked airline headed toward the White House. Up to two wannabe antiterrorists can simultaneously "help defend your country" with eight secret weapons to aid you with the task.—*Major Mike*



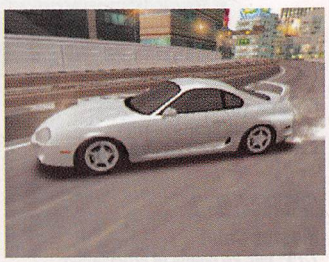


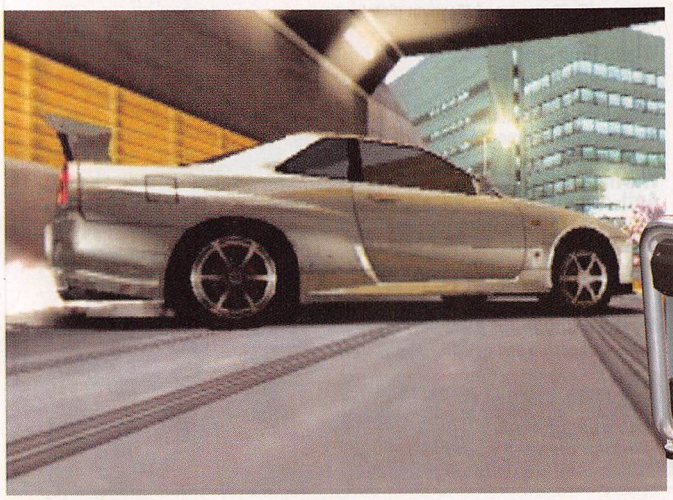
Wangan Midnight: Maximum Tuning

■ Developed and published by Namco ■ Available now

Namco is no stranger to the racing genre, and Wangan Midnight: Maximum Tuning lets players customize their cars and then save their data and race statistics to a "Tuning Card," which can be used to take your car to different machines. The game has three different ways to play: Time Attack, Story, and VS. Player modes. Up to two units can be linked together for head-to-head competition, and racers can accept/decline buy-ins at any time during a race.—*Major Mike*







Ring Riders

■ Developed by Galeco SA
■ Published by Namco ■ Available now

A futuristic motorcycle-racing game, Ring Riders enables one to four racers to choose from 20 characters. However, rather than tagging various check points throughout each track, Ring Riders uses a stunt-based system where racers are allowed to continue depending on the tricks they perform and how many colored rings they're able to pass through. The game has two racing circuits and a variety of weather conditions that affect your bike's handling. —*Major Mike*



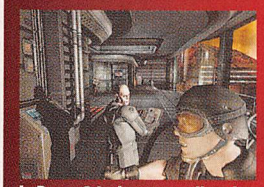
OP-ED

A Shot of Originality

Where is the shooting genre headed?

There's nothing better than wasting a few dozen bad guys with a gun—in a video game, that is. But recently, that itchy-finger excitement sits idle while the shooter genre keeps on churning out the proven bang-bang formula with little originality to back it up.

Back in the day, shooters like Doom and Quake were the perennial boyhood blasters that made it okay to release some hormonal angst against some badass monsters. With several types of hi-tech weapons operated by only a button press, you were good to go. That was the next generation in gaming. These days, shooters are a dime a dozen and play much like they did years ago.



Is Doom 3 truly a groundbreaking shooter or just the same game with dazzling visuals?

To the genre's credit, however, there have been advancements to keep things fresh. Historically based shooters that cover battles from WWII all the way up to the Gulf war add that authentic feel to the gameplay. Squad-based games are a current favorite, giving players a sense of teamwork and personal sensibility with their crew. And online play is gaining considerable ground. But is this the limit of a shooter? Even Halo 2 seems like it will fall into the same old parameters, covering much of what has already been done and seen over and over again sans (of course) sharper visuals.

When it comes to groundbreaking ideas that turn a regular shooter into a classic piece of work, there's not much out there. Half-Life, with its enriched story line and innovative control scheme, did it, but that was four years ago. Then there was Hitman, which introduced nonlinear gameplay with wonderful ways of wiping out the opposition. But that was four years ago, too. What happened to creativity, originality, and innovation? Are we stuck in a trigger-freeze rut, or is it simply that this genre has nowhere else to go? Let's face it, when one of the most anticipated games of this year is a rehash of an old classic but with better graphics (Doom 3), then we need to be asking ourselves: What's the real next step in the shooting genre?—*Four-Eyed Dragon*

Illustration: Francis Mao

PLASTIC FANTASTIC

Hello, Halo 2

You may have to wait another month to play Halo 2 on your Xbox, but you can pass the time by creating real-life, Covenant-smashing scenes in your living room with the release of JoyRide Studios' Halo 2 action figures this month. As if this could be any cooler, wait until you see the detail and features of the new line—simply incredible. Break open the piggybank and clear your shelf, but keep a sharp eye out as these doggies are sure to sell out quickly.—*Dr. Zombie*

For more information, visit joyridestudios.com

SERIES 1

Brute
8.5" tall; 12 points of articulation; comes with Brute Shot

Master Chief
7.75" tall; 24 points of articulation; comes with Battle Rifle, two Sub-Machine Guns, and alternate hand

Warthog with Gauss Cannon
Includes mini Master Chief with Battle Rifle, mini Marine with Battle Rifle, and rear-mounted Gauss Cannon

The HOG
Limited to 2000 pieces; randomly inserted into cases of Halo 2 Series 1

MINI SERIES 1



2 Pack (Campaign)
Includes Master Chief and Elite

2 Pack (Slayer)
Includes two Spartans with Battle Rifle and Energy Sword



5 Pack (Campaign)
Includes one Master Chief, two Marines, and two Elites

5 Pack (Slayer)
Includes five Spartans with Battle Rifles and Energy Swords

SERIES 2

Master Chief
7.75" tall; 24 points of articulation; comes with Shotgun and Magnum pistol

White Spartan
7.75" tall; 24 points of articulation; comes with Battle Rifle, SubMachine Gun, and Plasma Grenade

Warthog with Anti-Aircraft Gun
Includes mini Master Chief with Battle Rifle, mini Marine with Battle Rifle, and rear-mounted Anti-Aircraft Gun

Mystery Covenant Alien
Top-secret design and details



GAMESTOP EXCLUSIVE BATTLE DAMAGE HALO 1
Maroon, Cobalt, and Green Spartans



Prepare to summon your monsters – and your strength.
Yu-Gi-Oh! Capsule Monster Coliseum combines the strategy of a 3D board game with the dueling excitement only Yu-Gi-Oh! can offer. Wage fierce battles, navigate constantly changing maps, and defeat fearsome foes in your quest to become the Capsule Monster King!

EVERYONE
E
Fantasy Violence
ESRB CONTENT RATING www.esrb.org

PlayStation.2

KONAMI
www.konami.com/usa

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Art of the Game

Public Space Invasion

Head bowed, neck baking in a sweltering summer sun, a bearded man pushes his rickshaw up a street in Dhaka, Bangladesh, unaware that an alien visitor, perched on a concrete wall, watches from above. The small South Asian country, wedged within the Indian subcontinent, is just one of many scattered throughout the globe that have succumbed to a massive creative conquest by an agent of aesthetic anarchy known only as Invader. Armed with colored tiles and industrial-grade cement, the Parisian artist has launched a planetary-scale artistic assault by affixing mosaics in the shape of the creatures from Taito's Space Invaders onto public spaces in Tokyo, Hong Kong, Barcelona, New York, London, and other cities around the world. His ceramic-based life forms are deliberately chosen to communicate his visual telepathy to a generation raised on electronic entertainment.

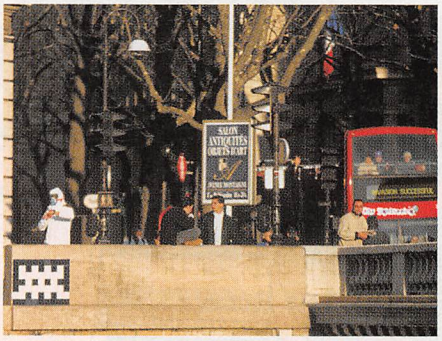
"We experienced the introduction of the first personal computers along with video games," he writes from his home base in Paris. "Space Invaders are only a symbol, but there is the world as we knew it before them and the world after." The decision to re-create the 25-year-old game characters with tiles was made not only to examine the relationship between early mosaic art and modern pixilation, but also to symbolize his admiration for the inventiveness of old-school games. "The game was created in the early days of technological exploration on the entertainment level," he explains. "Today's video games are just hyper realistic. They try to look like reality. I prefer old video games because they are more minimalist, conceptual, and creative."



Invader's goal is simple: the transformation of cities into video games.



Invader's website (space-invaders.com) contains photo galleries and maps, while T-shirts, sneakers, and even invasion kits are available for purchase. And though he and his work are enjoying a growing popularity, his mission is far from over. "There are still many cities that are in need of an invasion as well as numerous spots that await the arrival of a Space Invader. I pass unceasingly from infinitely small to infinitely large, and the world is vast," he says. Not content with terra firma, he makes no qualms about his plan to ramp up the invasion to interplanetary scale when asked what is the most unusual place he would like to invade: "The moon. I would like to send a Space Invader to the moon."—*Iron Monkey*



The writing is on the wall—we are being invaded as video games intrude on reality.

Retro Gaming On the Go!



You can kill two birds (or two ghosts) with one controller as Jakks Pacific delivers a trio of self-contained video-game units (all under $20) that fulfills your jonesing for portable video gaming at economical prices. All you need to add are four AA batteries and a TV with A/V inputs before you can plug in and game out.—*Dr. Zombie*



Atari Paddle Games

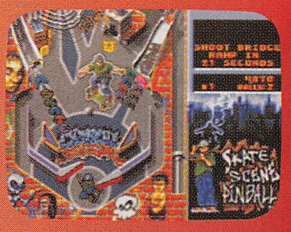
You'll dig the clunky controllers and monster knobs as you spin your way through 13 classic Atari paddle games, including Pong, Breakout, Canyon Bomber, and Warlords. Was it really that simple back then—just twisting a knob back and forth? And did it really keep us occupied for days without sleep? Unfortunately, the games' simplicity may be quaint, but they're not very engaging in the modern age.

Fun Factor: 2.0

Classic Arcade Pinball

The controller's super-cool design combines classic game-controller ergonomics with a built-in plunger to create a believable pinball simulation onscreen. There isn't anything "classic" about the three generic pinball games, but there's enough variety between them with all the usual real pinball elements, such as ramps, bumpers, multiball, and even a "nudge" feature, to satisfy any pinball wizard's cravings.

Fun Factor: 3.5



Namco: Featuring Ms. Pac-Man

Definitely the cream of the crop, Namco: Featuring Ms. Pac-Man gives you exact reproductions of true arcade classics, including Ms. Pac-Man, Galaga, Pole Position, Mappy, and Xevious. All the patterns, levels, and even the scratchy 8-bit sound effects are accurately re-created. The joystick base unit is best left on a table or floor because it's prone to move when the action gets heated. This unit delivers the most bang for your gaming buck.

Fun Factor: 4.5

For more information, visit jakkstvgames.com

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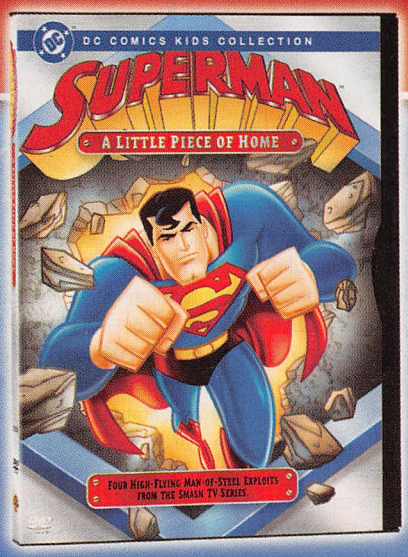
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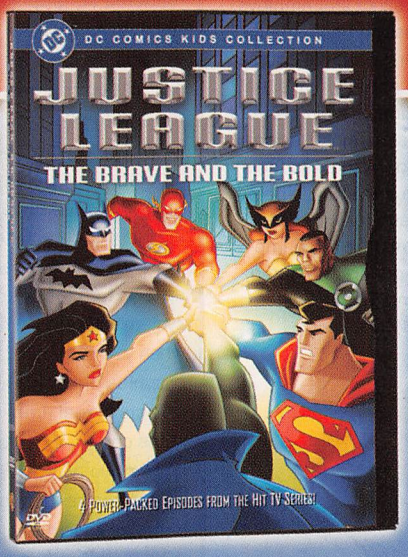


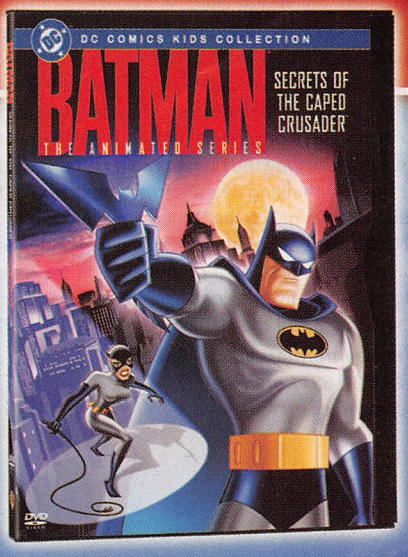
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THE CUTTING EDGE

Spherex Xbox 5.1 Surround Sound System



Advancements in video game–graphics technology are always easy to "see," but it's a little bit harder to "hear" evolution happening. The Spherex Xbox 5.1 Surround Sound System is out to compel gamers to turn up the audio when they play their games and jump into a unique, immersive sound environment.

On the surface, this Xbox kit is a standard 5.1 surround sound package: five identical satellite speakers and an 8-inch subwoofer with six channels and 300 watts of digital amplification. The most noticeable thing about the system is the striking design of the satellite speakers, which are oblong and slightly rounded in shape. These units showcase Spherex's Omnipolar dispersion technology, which spreads sound from the speakers in all directions (360 degrees) instead of like the conventionally shaped (flat) speakers that blast sound over basically one limited angle.

Much like a subwoofer, the Omnipolar design utilizes the reflection of sound off the walls to essentially turn a room into a deep, wide, and tall soundstage. It's a sort of audio phenomenon accomplished by recreating the same ratio of direct to reflected sound as found in nature—70 percent reflected and 30 percent direct. The reflected sound is what creates the 360-degree effect, and it is the Omnipolar speaker's circular design that enables it to hit that mark where conventional speakers cannot. With the Spherex setup, no matter where you place a speaker in a room, the sound is crystal clear—and you get five satellite speakers in the kit.

To amp the depth of sound even further, the system features something called MaxxBass, which is a cool little "mirage" effect that employs a scientific principle called the Phenomenon of the Missing Fundamental to pump up the perceived bass from the loudspeakers. Bass, of course, is that pounding sound at the lower end of the audio spectrum. It's that "rumble" that you feel when you hear a game explosion or a pimped-out load of speakers on wheels rolls up next to you at a stop light. Basically, because of the way the human brain perceives sound, MaxxBass fools your ear into thinking it hears lower bass notes than are actually being produced, thus giving the Spherex system mondo bang for the buck.

With audio becoming an increasingly critical element in the game-playing experience and a prominent feature in next-generation game systems, innovative designs like the Spherex Surround Sound System are sure to arise at the leading edge of sound.—*The Whizz*

For more information, call Spherex at 416/321-6211 or visit spherexinc.com



OMNIPOLAR DISPERSION TECHNOLOGY: Spreads sound in all directions for a 360-degree effect unlike conventionally shaped (flat) speakers.

GEEKSPEAK

Q I read that Resident Evil 4 and Onimusha 3 will be set in fully 3D environments as opposed to the prerendered backgrounds of old. That's great, but what does that mean? What is the difference between the two?

MAESTRO—VIA E-MAIL

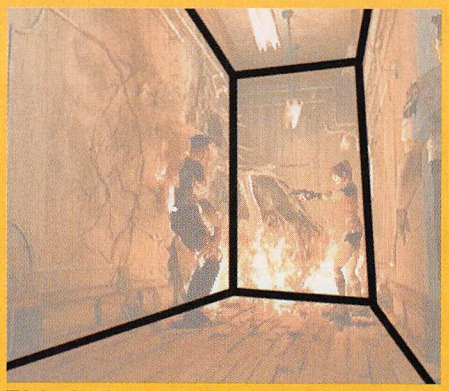


FRANCIS MAO

A Word, holmes, that's a dope question. Let's get our terms straight with a couple of examples: "True 3D environments" are game environments in which you can look at every object in the environment from virtually any perspective (like if there's a giant gold tank in the middle of the room, you can walk around the tank and view its blingosity from any angle), but "static 3D environments" treat anything that you don't specifically have to interact with as fancy wallpaper. Static 3D environments can be found in the original Resident Evil and Onimusha games where you don't have much control over the camera and can't get behind many objects. In fact, it almost seems like there's an invisible wall around the perimeter of the room. And there is, but your console "paints" a prerendered 3D graphic behind the invisible wall to give it the illusion of depth. Y'see, the environment is just a big room with a prerendered background layered underneath the characters in order to give the illusion of 3D but without all the costly geometry that would actually enable you to move around and see other angles of it. By using a prerendered graphic as a texture (geek speak for "wallpaper"), programmers save precious system resources, which was a big deal back in the day of Final Fantasy VII when you really needed to squeeze the PlayStation to get those gorgeous graphics out of it. But today's consoles are powerful enough to render objects in real time, so if a game designer wants a statue of Flavor Flav in the corner of the room, he can just build a model of it (accentuating the huge novelty clock around his neck, no doubt) instead of building the model and rendering it into a static image that is later inserted into the game as essentially just a picture of that model. You'll notice that a grip of games that use a static camera (one that you can't move yourself) also have static 3D environments, but games that let you move the camera and view the environment from different perspectives have true 3D environments.—*MC Squared*



Here is a screen from Resident Evil 2 with a static 3D environment.



This is what the room looks like to your PlayStation—all of the colorful pyrotechnics are just a single, large background image.

Got a gaming tech question? Send it to geekspeak@gamepro.com!

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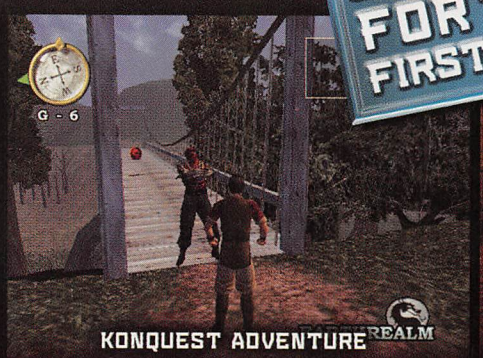
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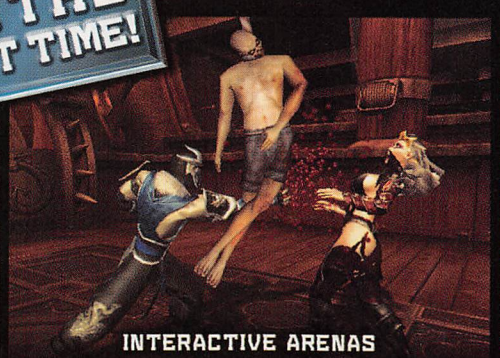
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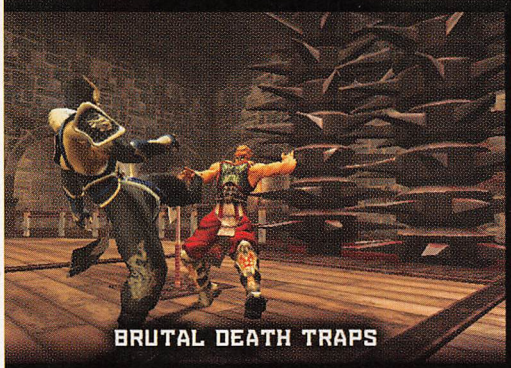
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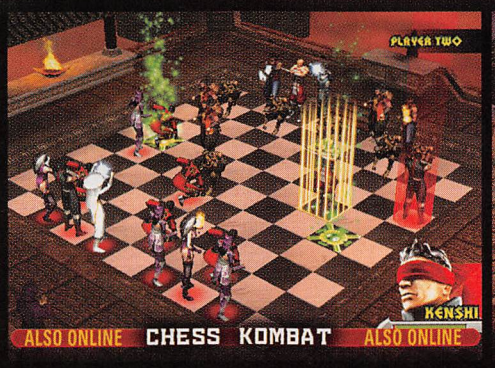
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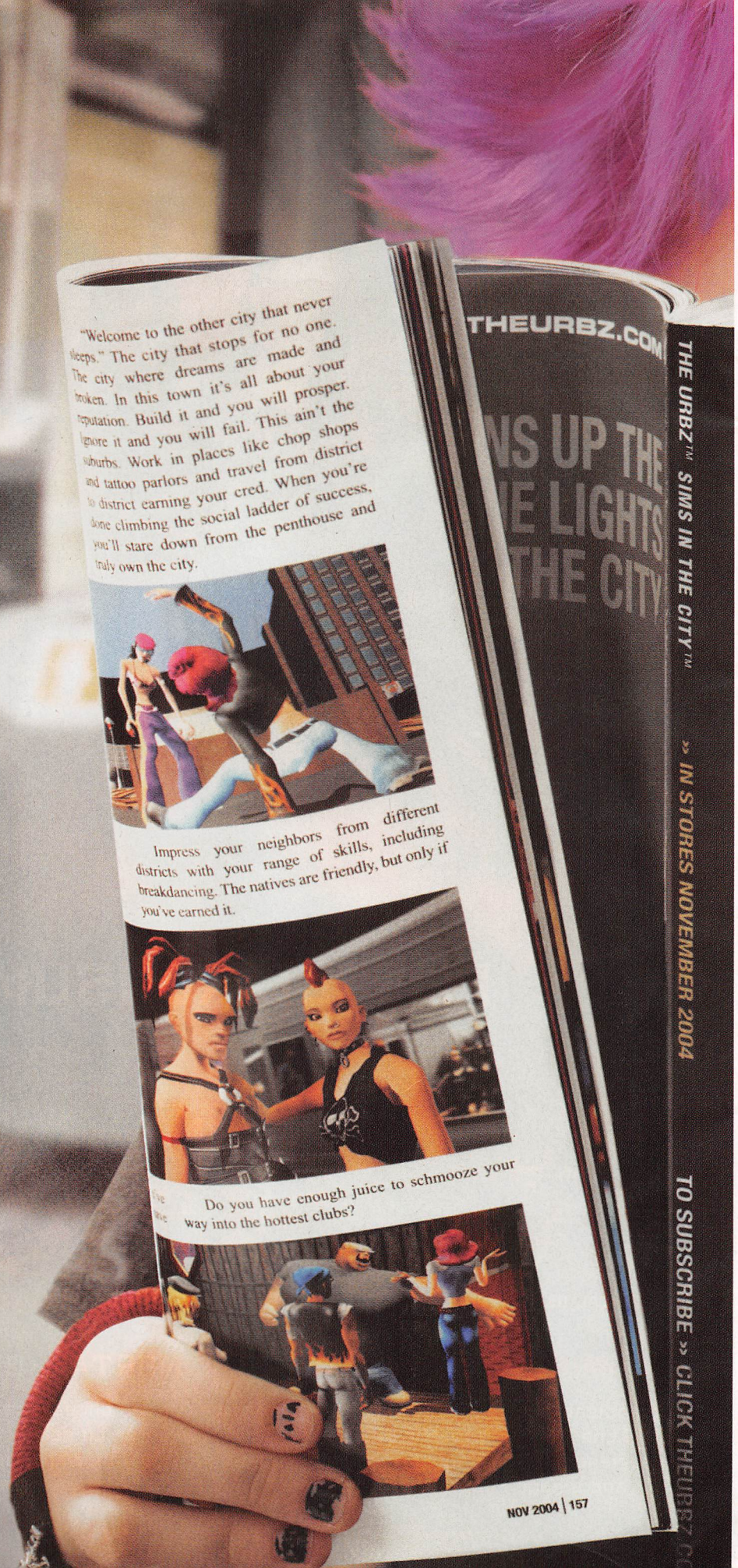
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THE FPS WARS

The system wars ignite as Halo 2, Metroid Prime 2, and Killzone go head to head to head for the holidays. *GamePro* dissects the factions fighting in the FPS Wars and exposes their strengths, weaknesses, and plans for world domination. But which one will capture the flag...and which one will end up fragged?

By The GamePros



HALO 2

Bungie wields Xbox Live like a master, but we're still left wondering about its single-player secret weapon. *By Four-Eyed Dragon*



If you're good with the Energy Sword, you can score one-hit kills. Luckily, it doesn't seem to throw off the game balance.

"I'm going for the flag," shouts Pete Parsons. "Cover me!" His teammates cover him with sweeping effectiveness—blasting away at anything that moves. Parsons quickly retrieves the flag, rushes back to home base, and wins the game. Disappointed yells echo from the opposing team but not for long. In a flash, another round of Capture-The-Flag immediately starts—and Parsons leads his team to victory once again.

THE ARK OF THE COVENANT

Parsons has done this before, and it shows. As studio manger of Bungie, Parsons makes it a point to know every single detail of the game that's predicted to be *the* game to have on the Xbox in November. We're talking, of course, about Halo 2, the sequel to everyone's favorite futuristic alien-busting shooter. Indeed, the sequel will feature more Covenant butt kicking along with new slick weaponry and gorgeously detailed levels to gawk at—that's only to be expected. The "X" factor in Halo 2 is its new online component, a feature that is slowly reshaping how we play games against one another. No longer taking the backseat as just another standard game addition to the long list of features, online play can (and has) boost a game's rep from good to great. In Halo 2's case, it may mean the difference between great and legendary.



There's now a Covenant version of the Sniper Rifle.

Parsons wasn't just demoing Halo 2—he was playing it online, letting the game demo itself while other beta testers, some of whom live as far away as Europe and Asia, showed off their shooting talents in online matches. For onlookers and players alike, it was obvious: Playing Halo 2 against 15 other people online is totally fun. Yes, there were some frame-rate hiccups that occurred, but the majority of gameplay time felt exciting and engaging. Simply put, Halo 2 played like...well, Halo. The original tight controls and frenzied gameplay remains totally intact, even over the Internet.



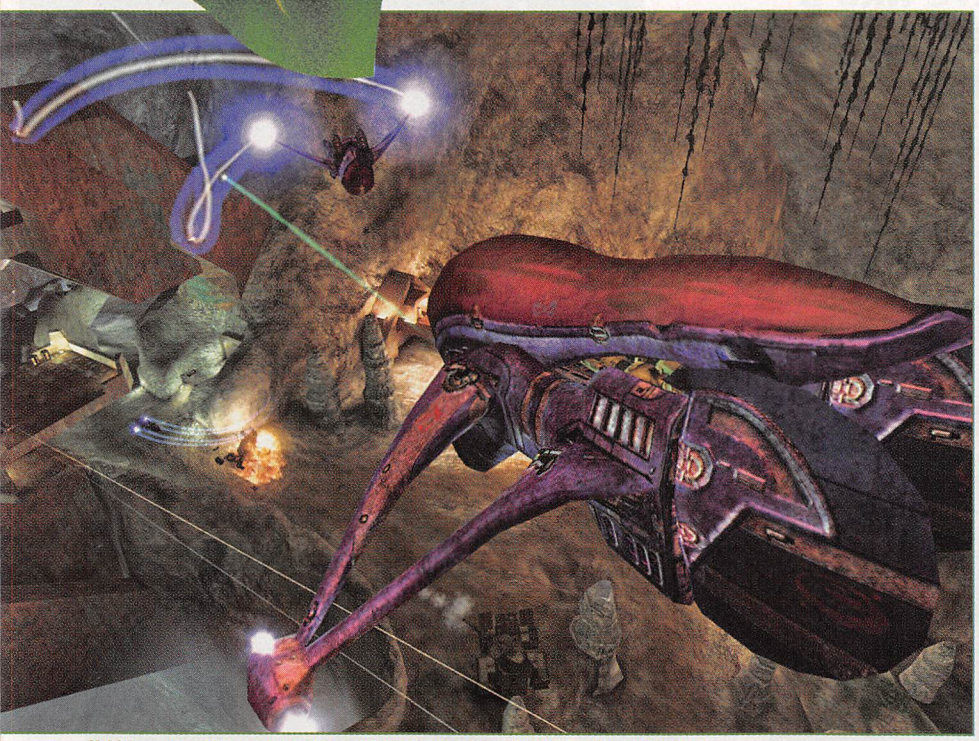
Some Capture-The-Flag modes have only one team defending the flag while the other tries to nab it.

FULL SERVICE OR A QUICKIE

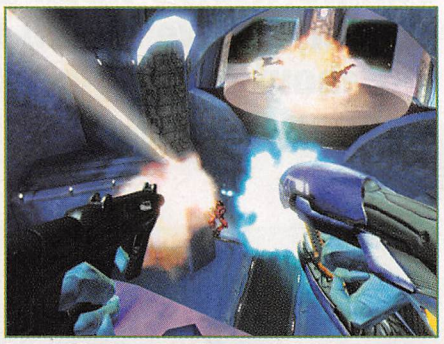
Surely whacking someone else using a futuristic rifle is gratifying, but the true beauty in Halo 2's online play is the pregame setup. Gone are the dizzying menus within menus of server options, connection readouts, and user lobbies. Simple and intuitive are the best ways to describe your journey through the three multiplayer options that lead to actual game time. Halo 2 has a ton of features that let you pick and choose your

CONTINUED ▶

HALO 2



Vehicles play a bigger part in the multiplayer maps than they did in the original Halo.



Dual wielding is cool, but it's a strategic choice as you won't be able to throw grenades.



Bungie didn't mess around with too much of the gameplay—Halo 2 on Xbox Live plays a lot like the first Halo.

buddies, form a "party" that stays together throughout the string of games, send mail (including audio messages), and receive invites from fans of your work.

Quickmatch enables you to jump right into a game. You don't have to worry about who's on, the type of game, or opponent level ranks. All you need to do is prepare for some frenetic battles, whether it's in a deathmatch, a round of Capture-The-Flag, or any of the new multiplayer modes that Microsoft hasn't revealed just yet.

Optimatch is the dating service for Halo 2 players. With it, you can craft a list of game types that you're interested in playing and then the game automatically matches you with similarly ranked players and comparable Internet connections. You'll wait an average of five minutes (at least in the beta) for people to join in, and then you're off trading fodder.

In Arranged Game, you get to be the Master Chief of your own domain. You can also set up any type of game you want to play, which includes literally every option turned on or off, time limit, weapon specifications, and so forth. What's cool is that in any game you create, everyone in your party will be guaranteed an entry, too—it's like having a LAN party without the hassle of lugging a computer to each event.

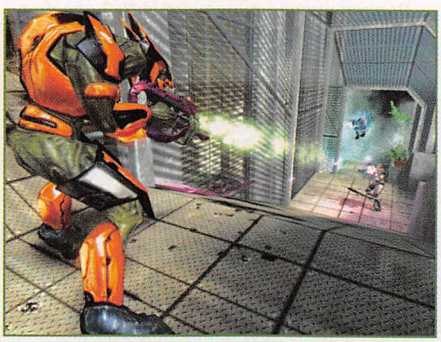
COMMUNITY ACTIVISM

What would a highly competitive shootfest be without a place to post bragging rights? To tie Halo 2's online gameplay all together, Bungie.net will automatically track everyone's stats for all official games (official games are played in Quickmatch and Optimatch)—from how many kills you've performed to the weapon you've used most often to your favorite vehicles. As soon as a game is over, you can analyze your performance on the PC. Bungie will also be providing a home page for each clan where the groups can customize their web home to their own liking.

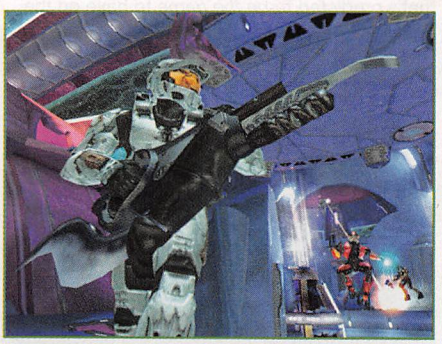
Halo 2 is certainly being created as an online-friendly community. Taking that next step to true online gameplay can be daunting for any gamer, especially if you're used to playing alone, but with people like Pete Parsons who may kick your butt the first couple of rounds, Halo 2 is sure to find a home on your Xbox. Get connected and find out for yourself.



Forget the guns—there's tons of fun to be had when everyone starts with an Energy Sword.



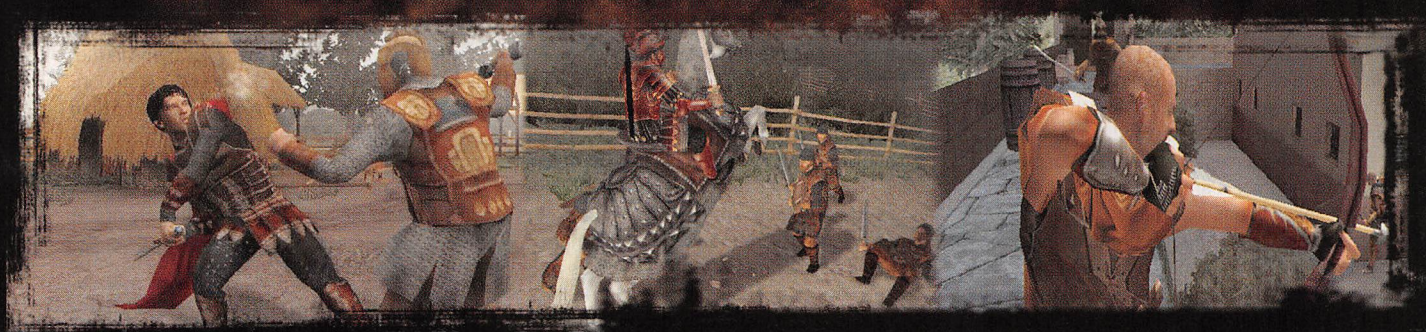
You can choose a Spartan or an Elite model, but there's no gameplay difference.



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METROID PRIME 2: ECHOES



It worked for Link...but is the Dark World gambit going to be enough to compete with the other FPS games' fancy online play? *By Star Dingo*



The Ing Warriors dwell in Dark Aether. They're made of a sort of fluid blackness.

As anyone who's played the original GoldenEye will attest, four-player split screen can be a blast. But you just can't compete against Halo 2 and its 16-player Xbox Live online play. In other words, sorry Samus—we think Master Chief's got you beat in the multiplayer arena.

But multiplayer isn't just what FPS games are all about. And so, in an attempt to up the single-player stakes in this first-person war, Nintendo has returned to its vault of great ideas to dig out the Light World/Dark World concept, an old gameplay gimmick that worked so ingeniously in The Legend of Zelda: A Link to the Past back in the SNES days. But is what's good for the gander good for the goose?

SAMUS: LIGHT AND DARK

In Metroid Prime 2: Echoes, Samus finds herself drawn to the planet Aether—a schizophrenic sphere that exists in two dimensions, one light, one dark—where the Space Pirates are hatching a new plan for the Metroid species. The Ing—menacing insectoids with the ability to turn into a dark vaporous substance—inhabit the dark version of Aether. The Luminoth, *Dark Crystal* Mystics to the Ing's Skeksis whose four "light generators" hold the whole metaphysical mess together, inhabit the light version of Aether.

The in-game world of Light Aether should be familiar to fans of the original. It resembles the Chozo planet from the previous Prime—it's all caves, ruins, and technological oases and outposts. Dark Aether is much weirder and more dangerous—the atmosphere there is fatal, so Samus has to go around finding stationary crystals that provide protective bubbles of good air. The air pockets make battles in the Dark World much more claustrophobic like those in Final Fantasy Crystal Chronicles.



The Luminoth are the antithesis of the Ing.

The gameplay feels identical to the original's, right down to the same movement and targeting system that angered so many FPS fans in the first one—there's no analog-free look, and in order to look up and down, you have to hold down the R button. The same sort of inside-the-helmet HUD returns with multiple "visors" (including x-ray and scanning), and the C Stick still controls which weapon is currently grated

CONTINUED ▶



The scan visor is back, and once again, it's your main way to interact with objects in the world.

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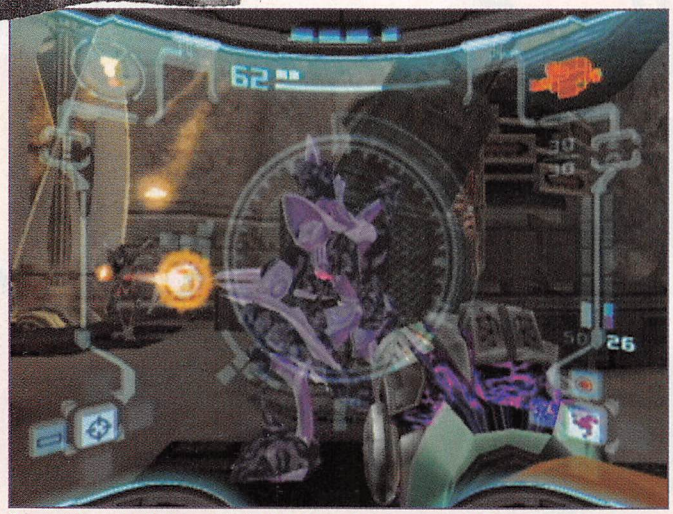


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METROID PRIME 2: ECHOES



The dark beam coats Space Pirates in a layer of dark energy goo, freezing them in place.

to Samus's arm. In other words, if you didn't like the first one, you're not going to like Echoes.

Two of her new weapons—a light beam and a dark beam—pull double-duty as enemy dissolvers and puzzle solvers, though they both have limited ammunition, which Samus isn't used to in her beam weapons. The light beam feels much like the original game's plasma gun with a charge attack that can hit multiple targets. The dark beam feels like a combination missile/ice beam and can freeze targets in place with a charged-up blast. Two old abilities from 2D Metroid games—the wall jump and the double-entendre friendly screw attack—are now both a part of Samus's 3D repertoire; both are executed from a third-person view, much like the morph ball.



A charged-up light beam can hit multiple targets, and it works just like Link's boomerang in The Wind Waker.



Both the dark beam and the light beam have limited ammo. That's gonna take some gettin' used to.



Two "new" old moves return in Metroid Prime 2—the wall jump and the screw attack. Both are performed from the third-person view.

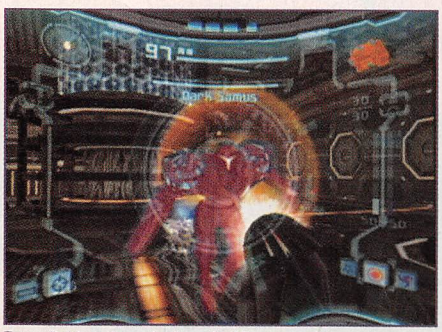


These hemispherical "safe zones" are Samus's only refuge in the Dark World. They're small, and they don't always last forever.

MOTHER BRAIN

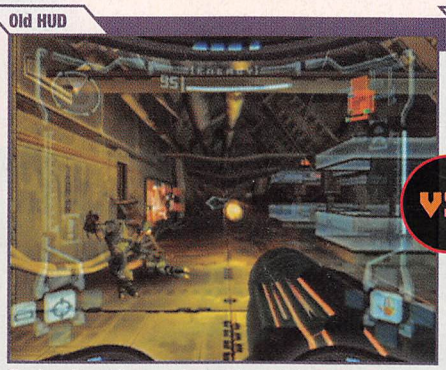
Our only concern right now: The demo we played didn't quite sell the Dark/Light concept as well as it should have. The maps of each world were interconnected, but Dark Aether's architecture and design was too weird and different to make it seem like an "evil" version of the Light world—it actually just seemed like a whole different, unrelated level. The crossover concept was very well anchored in A Link to the Past—when you changed "worlds," there were obvious similarities, differences, and shared landmarks, and it was cool when you saw the "dark" version of a character or dungeon. Making such an aesthetic connection in 3D is a much tougher task—here's hoping that the intersection is more abundantly exploited in the rest of the game.

While the multiplayer and control issues would be enough to put any other FPS out to pasture, Metroid Prime 2 has a different sort of edge. It leans more on story, exploration, and puzzles than any other shooter, and has a level of immersion above and beyond its counterparts thanks to the pacing, isolation, sound design, and patented inside-the-helmet view. It's an FPS for the thinking gamer.

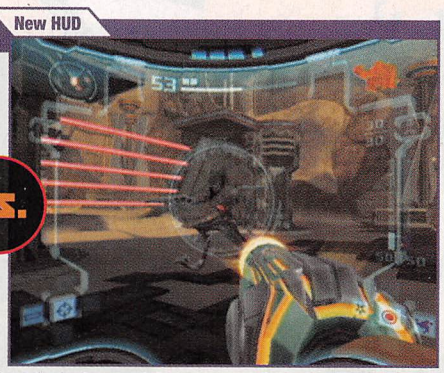


Every light casts a shadow. And for every Samus there is an equal and opposite Dark Samus!

Old HUD



New HUD



The interior of Samus's helmet hasn't changed a whole lot since the last game. A few curves and lines have shifted, and the dark- and light-beam ammo indicators have been added, but that's about it.

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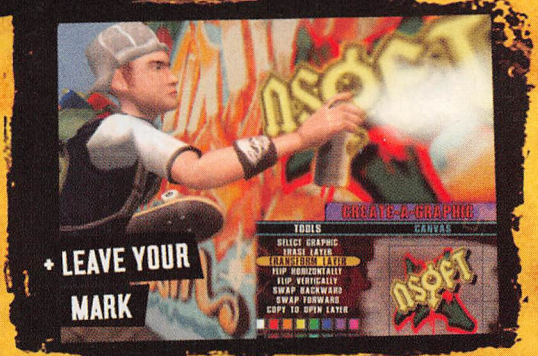
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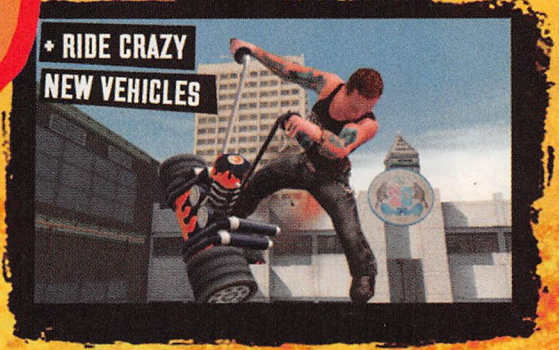


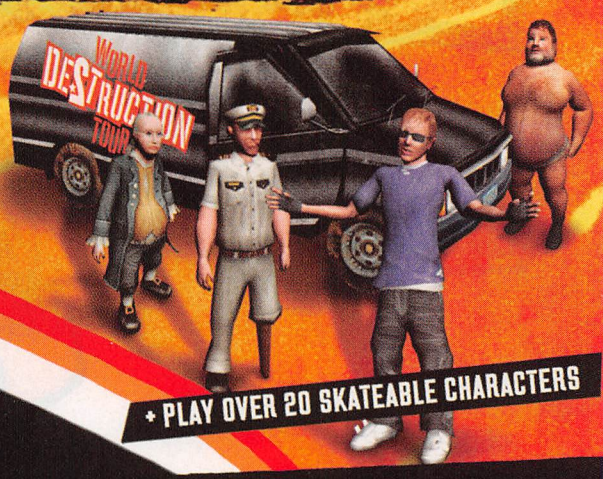
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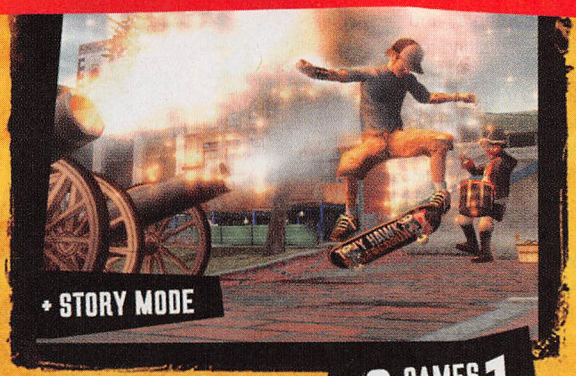
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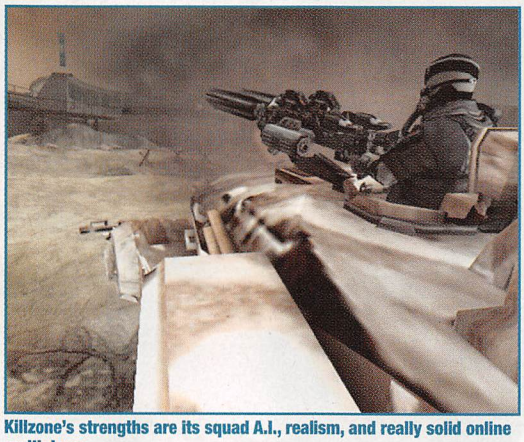
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KILLZONE



It's Sony's wild card in the FPS Wars. Can Guerilla's game take Samus and Master Chief by surprise? *By Syriel*

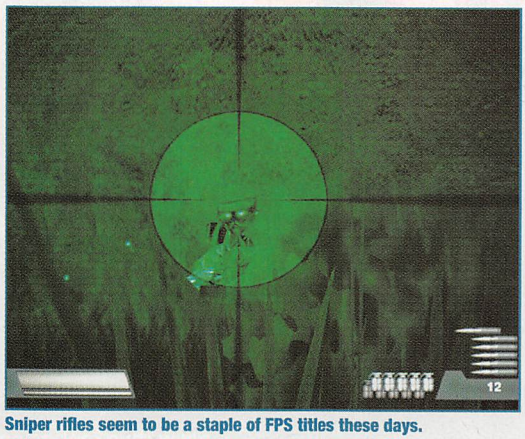
If Halo 2 is the returning heavyweight and Metroid Prime 2 is the svelte, sexy super-agent, Killzone is the unknown contender ready to surprise the masses. An engaging combination of solid gameplay and intriguing character design, Killzone may just be the FPS that PlayStation 2 gamers have been waiting for.



Killzone's strengths are its squad A.I., realism, and really solid online multiplayer.



The iconic Helghast warriors are intimidating blends of World War II and anime icons.



Sniper rifles seem to be a staple of FPS titles these days.

PENDING APOCALYPSE

Set in a reality that is best described as "gritty sci-fi," the world of Killzone feels much more real than the cartoon environments found in either Microsoft or Nintendo's offerings. From the urban landscape of a bombed out city to open jungle warfare, combat is as much about your surroundings as it is about your skills. Tactics that work in close quarters will fail when you are fighting outside.

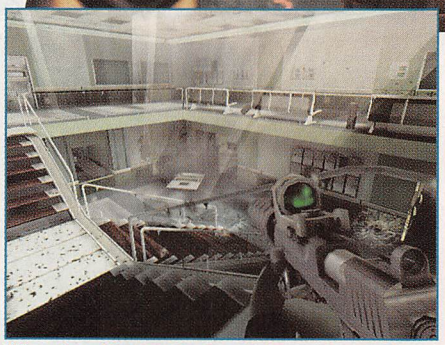
While you will play through some of the game alone, much of Killzone is played with a squad. For practical reasons, your squad members are invincible, though this does not mean they are unstoppable. If one takes too much damage, he or she will retreat. Each squad member has individual attributes, resulting in different play experiences depending on your choice of character.

THE NEW WORLD WAR

Story is a huge part of Killzone with a heavy WWII influence visible throughout. While not a mirror image of The Third Reich, the invading Helghast force is most certainly inspired by Hitler's infamous militia. When paired with the haunting soundtrack, it is hard not to feel a sense of foreboding as the opening movie plays.

The multiplayer mode supports up to 12 players via LAN or broadband across multiple game types. Free-for-all deathmatches as well as team games are supported, and full voice chat is included—invaluable for setting up ambushes and coordinating recon. Aiming is a bit less precise than in single player, but otherwise the control feels spot on. Strafing around a corner and taking out a mark feels perfectly natural as does sneaking up on an unsuspecting opponent from behind.

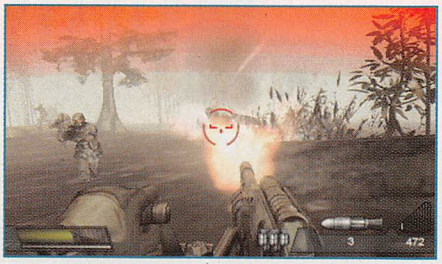
From a name recognition standpoint, Killzone may not have the cred of Halo or Metroid, but it certainly has the potential to be just as engaging. A good FPS has been a long time coming on the PS2, and if Killzone lives up to its potential, our Network Adaptors may just get a real workout.



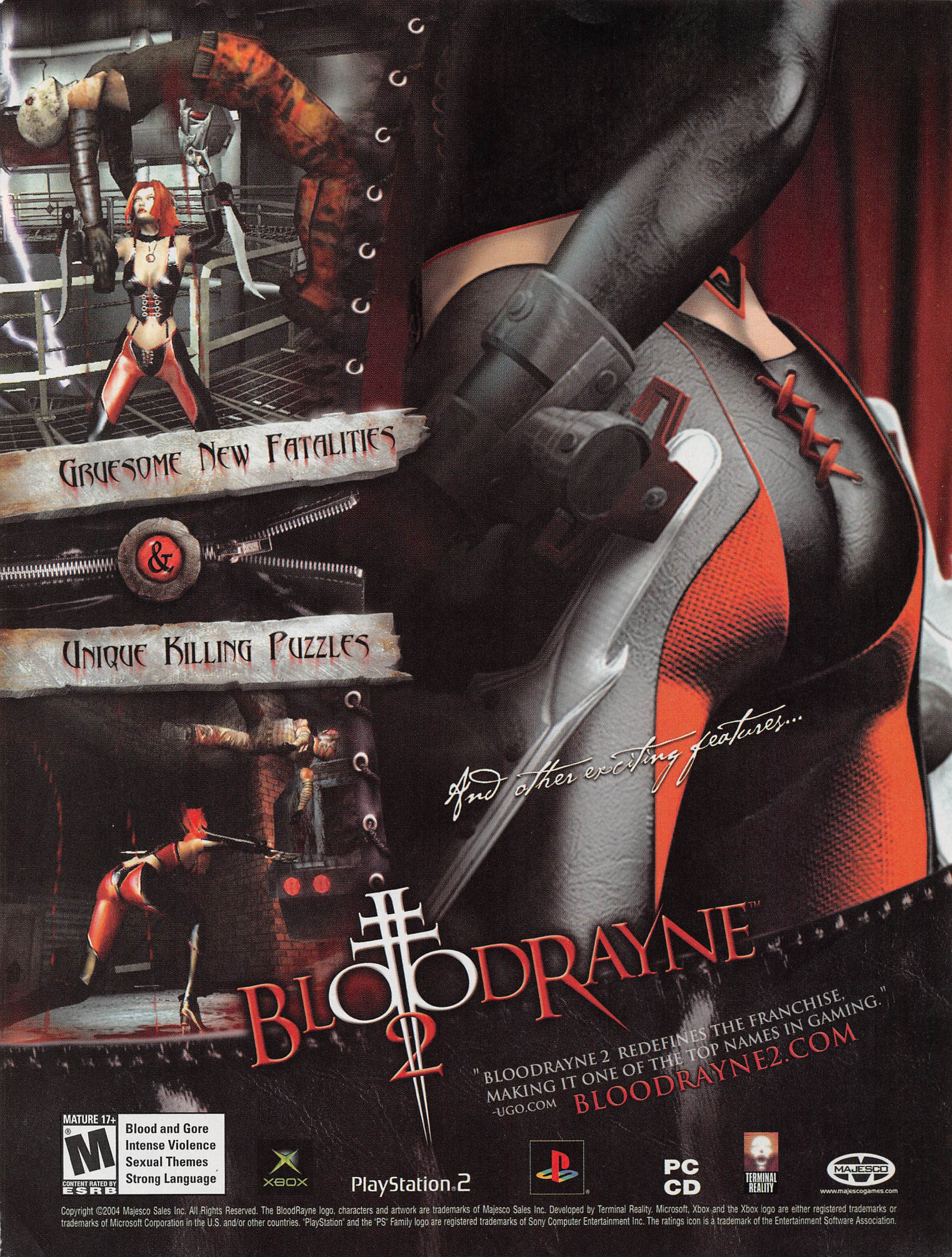
Killzone's architecture is extremely impressive—easily among the more realistic-looking we've seen in an FPS.



The controls feel natural whether you're strafing around a corner or sneaking up on an opponent from behind.



The characters and settings in Killzone are more grounded in reality than those in Halo 2 or Metroid Prime 2.



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FINAL ANALYSIS

TO: [recipient list suppressed]
FROM: GP Labs
DATE: 8/19/2004, 5:36 p.m.
SUBJECT: Re: Halo 2 vs. Metroid Prime 2 vs. Killzone

We have finished analyzing the data you gathered on the "FPS Wars." Here are the results you requested. Predicted winners in each category have been highlighted. Please do not disclose findings.

	Halo 2	Metroid Prime 2: Echoes	Killzone
Single Player	Bungie's plans still top-secret, but you know what you're in for—twitchy FPSing with a story twist.	Slow, deliberately paced with puzzles, exploration, and secret stuff to find. Multilayered mystery story.	Pseudo-apocalyptic squad-intensive warfare, sort of like a sci-fi Call of Duty. Four different characters to pick adds replay value.
Multiplayer	A lot like the old Halo, only online! In other words, totally killer but not totally groundbreaking.	Four-player split screen. No online. Locking on to enemies akin to cheating. Meh.	12-player online and voice chat puts it almost on par with Halo, but matchmaking's not as advanced.
A.I.	Untested but original enemies have great personality if not great tactics. Allies are kind of dumb.	Old-school. The monsters rely on patterns and weird powers more than brains. Samus is a solo machine.	Looking like the most sophisticated of the bunch. Allies seem to make smart decisions, helping it feel like a real war.
Graphics	Still looks kind of like the first game (i.e. great). New details are easy to miss.	No fancy shadows or lighting tricks. Most cartoony and most weird looking.	Pushing the PS2 hard and looking mighty polished. Most realistic of the bunch.
Originality	Great matchmaking, but it's still very Halo-ish. Will be hard for story to match coolness of the original.	Metroid Prime channeled through A Link to the Past... but there's still really nothing else like it.	An all-new franchise, but character designs are either really generic or stolen from anime like *Jin-Roh*.
Weapons	Dual-wielding. Energy Sword. Rail Gun. Battle Rifle. Covenant Sniper Rifle. Badass.	Light beam and dark beam are fairly cool, but screw attack... now *that's* a weapon!	Mostly standard stuff—machine guns and grenades, etc. But the triple rocket launcher is pretty wicked.
Enemies	Familiar Biblically themed death dealers return with some new types, but expect repetition.	Weird, surreal aliens and lots of different kinds. Added advantage of cool bosses.	Helghast warriors are pretty intimidating, but looks like they could get old quick.
Controls	Same as before—works great, but driving vehicles is kind of weird. Xbox analog sticks just "feel" right.	Crazy R-button up/down look is an FPS fan's nightmare, but it works okay in the context of the game.	Standard FPS controls with simple-to-master techniques, but PS2 controller isn't as suited to FPSing as Xbox's.
Architecture	Big, cool multiplayer with more vehicles but nothing groundbreaking. Complaints that one-player levels are too repetitive "being addressed."	Complex and layered with lots of secrets and pockets to discover. Plus, Light and Dark Worlds promise crafty puzzlage.	Nicely conveys the sense that you're fighting in real ruined buildings and architecture. Levels don't feel canned or contrived.
Conclusion	The most compelling reason to use Xbox Live. Secrecy over single-player campaign may backfire...or it may be as legendary as we're hoping.	An FPS (sort of) for the thinking gamer who's sick of all the me-too games and doesn't mind mid-grade multiplayer. Most creative, that's for sure.	Too familiar looking to be the Halo-killer some were initially expecting, but it still looks like a damn fine game. Be excited...just not too excited.

CONTINUED ▶

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THE FPS WARS

PRO vs. PRO

Who would win in a fight...Master Chief or Samus?

STAR DINGO: Easy. Samus. Why? Unlimited ammo. Master Chief would run out of needler pellets before Samus depleted her energy tanks. Even if she misses MC a lot because her controls are dumb, she's got all day.
EDGE: **SAMUS!**



BONES: No way! Master Chief is so hardcore that the Marines have to keep him on ice and don't even bother thawing him out 'til they're neck deep in it. On the other hand, Samus flies around in a cute little yellow ship. And when have you ever seen Samus break someone's face with the butt of her gun?
EDGE: **MASTER CHIEF!**

DR. ZOMBIE: The whole purpose of Master Chief is to seek and destroy, as opposed to Samus who is more suited to adventure and explore. Sure, she's got a slick suit of space armor, but the color scheme's like a neon target.
EDGE: **MASTER CHIEF!**

DAN ELEKTRO: Yeah, nice of you to wear safety orange so all those aliens spot you *right away*. Oh, and nice shoulder pads, Samus. What's with the balloons? Master Chief is a man of mystery—we're still waiting to find out all the secrets behind MC—battle scarred veteran? Elite-trained clone? Cyborg, hybrid, other?
EDGE: **MASTER CHIEF!**

SIMON LIMON: Master Chief, like an old missile waiting in a silo somewhere in Nebraska, is nothing more than a military weapon. He has no soul. When they defrost him, he appears as overhyped and uninspiring as the very game he stars in. Now that there Samus, she's got more heart than a Care Bear and more soul than the devil.
EDGE: **SAMUS!**



TOKYO DRIFTER: Fantasizing about the hot lady sweating inside the Varia suit is also intriguing.
EDGE: **SAMUS!**

STRAFE MARU: Plus, if you can clear that derelict space ship where no one can hear you scream in under two hours, Samus will take her suit off for you.
EDGE: **SAMUS! = HOT!**

SYRIEL: All this wondering about who would win in a fight is pointless because the two would never fight...after all, it's really Samus inside both of those suits! You realize that we never actually *see* Master Chief, right?
EDGE: **DRAW!**

ATOMIC DAWG: Give me a break! Sorry to get real on y'all, but you take your 'Cube thingy and you pick the map, but give me the Xbox controller any day for combat. The reason Samus has to carry around all that techno baggage is that she can't move to avoid hits. The reason Samus morphs is that she can't run fast.
EDGE: **MASTER CHIEF!**

AIR HENDRIX: The difference between Samus and Master Chief is like the difference between a comic book and a slick sci-fi movie epic. I'm not bashing comics, but Samus's style and abilities have that cartoony feel. It seems she's also at the receiving end of more than a few schoolboy crushes....
EDGE: **MASTER CHIEF!**

FUNKY ZEALOT: Metroid: For the time, unprecedented, revolutionary gameplay, one-of-a-kind action. Halo: Ersatz knock-off of what PC FPS games have been doing for a decade, only worse. Metroid: Engaging level design with nooks of intrigue. Halo: Repetitive levels that fast become a mantric routine.
EDGE: **SAMUS!**

PONG SIFU: It seems you are basing your argument on which game you like better instead of which character would win in a fight. But I have pondered this, subjected it to rigorous study and comparison tests, and there is no question—Samus would win. This is a scientifically proven and incontrovertible fact. Really...I'm not lying!
EDGE: **SAMUS!**

STAR DINGO: Well, you can't argue with science.

FINAL TALLY: **SAMUS 6, MASTER CHIEF 5**

WINNER: **SAMUS!**



HALO



Guest Review By Samus Aran

Ah dinnae play Xbox much, ken, but after all the spraffin' aboot it, ah finally set doon wi' Halo ta put it through its paces. But ah wisnae impressed, not one bit. Ah mean look at the Covenant—nary more than a pack oaf intergalactic nuns and *Wizard of Oz* munchkin rejects. Ays ken a few Sisters who swedge harder than these Covenant pukes wit thair pishy "needlers" and the like. Look oot, Master Chief, ays comin' tae tickle ye ta death wit ma "needler!" Do ye really ken that a floating ball singin' isself lullabies be a more terrible foe than the Mother Brain? And 'ave a look at these Space Marines, thay'r the very definition of "derivative." We all viddied *Aliens* 20 years ago, eh? As fer the Chief ehsel, well, Master Chief be no smarter than a 'ighland coo wi'oot Cortana pullin' 'is chain. Then, when ye ken it couldnae git any worse, all of a sudden it turns intae Colin McRae Rally at the end. A rubbish ending to a rubbish game. That Master Chief be a wee scunner.

Fun Factor: 0.5

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2. **Medal of Honor: Frontline**
3. **007: Agent Under Fire**
4. **Unreal Championship**
5. **James Bond 007: NightFire**

GAMECUBE

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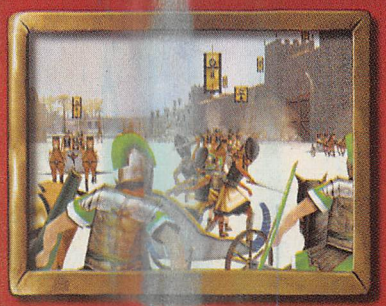
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The FPS Wars continue on GamePro.com this month! Read updated impressions of Halo 2, Metroid Prime 2: Echoes, and Killzone on our website.

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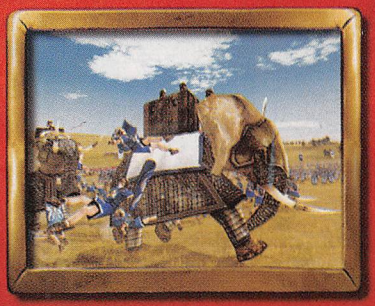




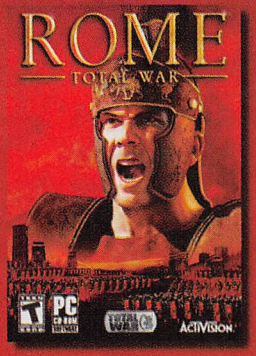
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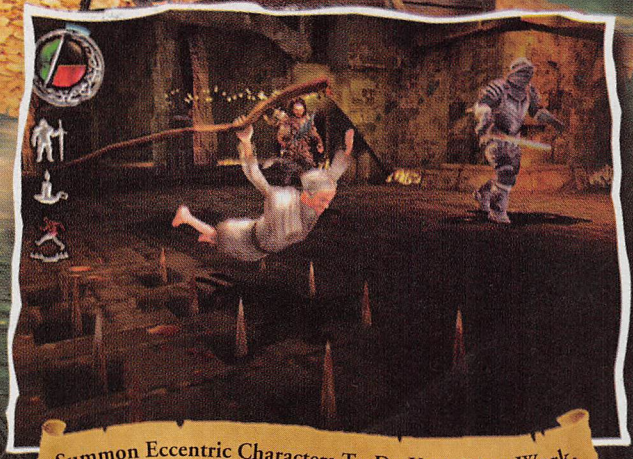
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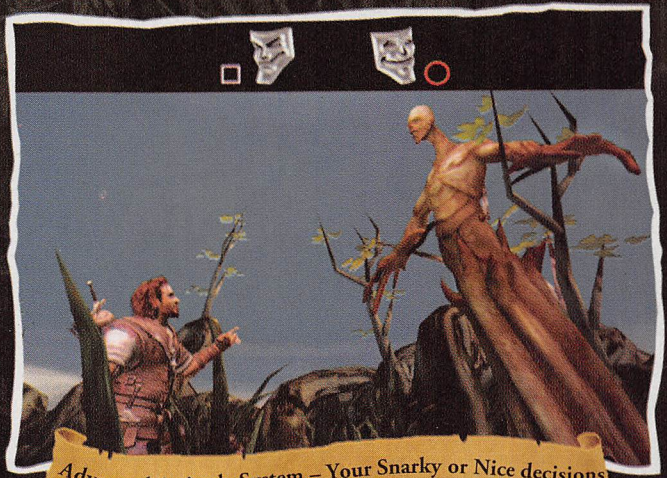
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WITH AN IMMERSIVE EXPERIENCE THAT DOESN'T LOSE GROUND TO THE PC ORIGINAL, CALL OF DUTY: FINEST HOUR BRINGS THE BATTLE BACK INTO THE CONSOLE FRONT.

BY FUNKY ZEALOT

Soldiers rush out into the ruined courtyard like droves of tattered dominos ready to fall. German MG 42 tracers seem to burst out before the muzzles even flash from machine gun nests, and like clockwork, the conscripts begin to fall one by one. Shrieks of pain and anguish are muted only by the deafening roar of artillery strikes and air support, along with the intermittent sounds of pistol fire from superior officers shooting deserters.

World War II shooters are a dime a dozen—gamers have been battling Nazis since the dawn of first-person shooters—and yet amidst the crowded market, the Call of Duty franchise has risen up the ranks as one of the most engrossing shooters with its cinematic storytelling. And as Spark's demonstration of the first level in Stalingrad for Call of Duty: Finest Hour shows, the console versions will be no different.

"What we are really doing is bringing the best of the PC experience—epic action, multiple character perspectives, and buddy combat—to an all-new platform, built from the ground up for the consoles," enthuses Scott Langteau, producer and chief operating officer for Spark Unlimited. True to word, Call of Duty: Finest Hour is no port; aside from the similar Stalingrad setting for the opening level, the game boasts all-new graphics, story, environments, and sound.



Levels on rails are no more. "We offer the player and their allies the freedom of multiple paths of exploration," says Spark's Scott Langteau.

NOT JUST THE ARMY OF ONE

Much like its PC cousin, Finest Hour puts you in the shoes of a Russian, British, and U.S. soldier, spanning campaigns through Stalingrad, the Battle of the Bulge, North Africa, and Berlin. Keeping consistent with the original, players won't be able to play as the Germans.

"It's something that intrigues gamers, but given the integrity we are always trying to uphold with Finest Hour and the Call of Duty franchise, we never felt it was the right thing to do," says Langteau. Your role and background story will vary between the campaigns, from a member of a small crack force to a Russian conscript meant for cannon fodder. "The personal stories guide the action," adds Langteau. "We're looking at everyday people who were called up to serve and exploring how they contributed, and that affords us a great variety of gameplay from being a sniper, tank commander, or demolitions expert."

While Medal of Honor: Frontline (the game the Spark crew worked on before forming their own studio) had players become the one-man army, Finest Hour's squad element will be even more enhanced than Call of Duty's for the PC. Generic

CONTINUED ▶

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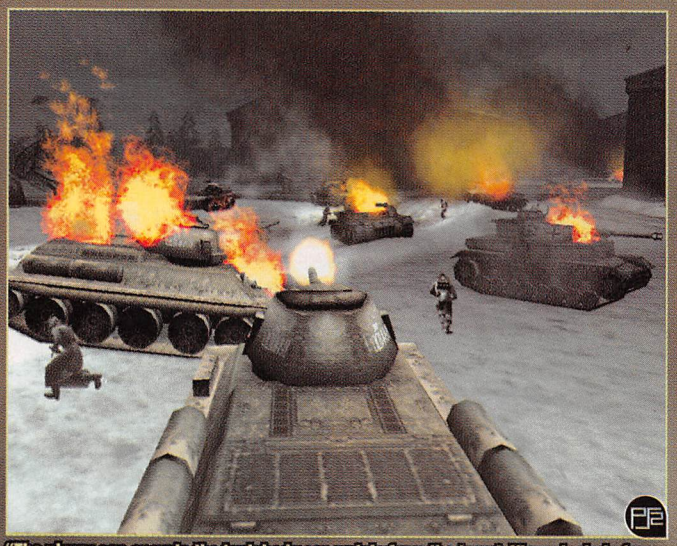
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Call of Duty: Finest Hour has some of the more beautiful and captivating visuals seen in any console war shooter to date.



"The player can operate the tank body separately from the turret. Views include from inside the tank, third-person mode, and standing up through the hatch," says Langteau.

soldiers will still die and spring into action, but players will have the responsibility of watching their squad buddies' backs for certain missions and now have the ability to save up med kits to use on themselves or on fellow comrades. "Your squad will take up both offensive and defensive positions around you, and you will be able to give rudimentary 'go go go' commands for them to act by fighting, opening doors, laying charges, etc.," Langteau explains. "There are also missions wherein you'll be charged with keeping certain squadmates or squad vehicles alive throughout the assignment."

SPEAK SOFTLY AND CARRY A BIG STICK

One of the most notable changes for the series is the ability to fully man vehicles, and missions on the U.S. and Russian side find players controlling a tank. The developers at Spark even consulted members of the 761st Tank Battalion to accurately model tank movement and strategies. "The player is given control over a T-34 tank as a Russian tank commander named Nikolai, as well as a sherman tank commander named Sam with the 761st 'Black Panther' Tank Battalion. We feel honored to be bringing the 761st to a game for the first time," says Langteau. Not shortchanging the vehicle side of combat, tanks have location-based damage, enabling you to make precise and deadly strikes at the enemy Panzers.

THE EAGLE HAS LANDED

Contrary to expectations, the graphics in the PlayStation 2 version we played faithfully mirrored the bristling chaos of war depicted on the PC—the soldiers streaming across the urban landscape, buzzing planes, and constant onslaught of explosions make MOH: Frontline's rendition of Normandy look like a suburban Sunday morning parking lot. In addition to the single-player game, Finest Hour will have multiplayer, though Activision was unwilling to unveil details at press time.

For those who've been entrenched in their fox holes and never experienced the PC version, Call of Duty: Finest Hour will pack a punch that will give World War II console shooters a much-needed shot in the arm. And while the franchise starts anew on the console front, Call of Duty: Finest Hour won't need any medals pinned to its chest to prove itself victorious.



"As long as we can keep finding inspiration in the battles these soldiers endured, there will be stories worth telling and moments worth experiencing," says Langteau.

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October 2004

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Blood and Gore
Drug Reference
Intense Violence

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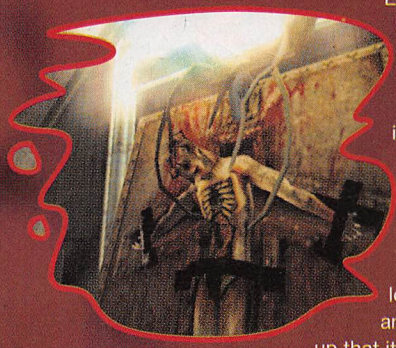
FREAK FACTOR FIVE

In honor of Halloween, *GamePro* gazes into the foggy future of five games to predict which ones will scare us silly and which ones will leave our undergarments dry. *By The GamePros*

FREAK FACTOR RATINGS

INSANE CLOWN POSSE	Supposed to be scary, actually just funny
ROB ZOMBIE	Scary only to old ladies and babies
MARILYN MANSON	Kinda scary, but overplayed
RICK JAMES	It's super-freaky!
NYARLATHOTEP	The Creeping Chaos! Claw out thine eyes!

CALL OF CTHULU Xbox, PC



Expect a more claustrophobic Eternal Darkness with way better lighting, but the jury's still out on the gameplay. Last time we saw it, it resembled a slow, clumsy first-person shooter with A.I. that needed lots of lovin'. But there's a cool insanity system (you can't look at the bad guys for too long, or you'll shoot yourself), and the images are so messed up that it might be worth playing just to see all the madness. Kudos to the twisted art team, who have figured out how to render the unknowable, amorphous cosmic horror Shoggoth in mere polygons.

PROBABLE FREAK FACTOR:



KUON PS2

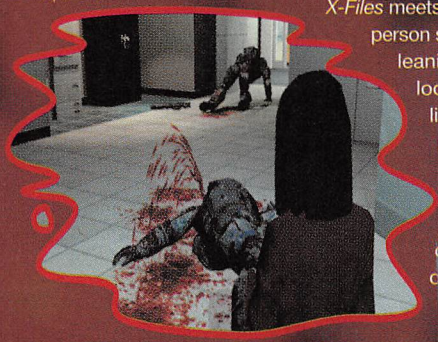


Agetec's Feudal Japanese freakfest promises a bevy of kabuki creeps like old ladies who slither in and out of wicker baskets, insects that crawl from walls, and simultaneous-speaking terror tots (think the creepy little girls from *The Shining* crossed with the *Mothra* twins). Flesh-rippers and crypt-crawlers torn from the pages of Japanese folklore star in this spiritual spine-tingler, which should win points for its full-on exorcisms and demon summoning sequences, even though the gameplay looks like it won't go beyond the obscenely requisite RE puzzle-solving ilk. Supposedly, the U.S. release will have scenes that were censored from the Japanese version.

PROBABLE FREAK FACTOR:



F.E.A.R. PC



X-Files meets *S.W.A.T.* in this PC first-person shooter that has Doom 3 leanings. The graphics are looking really top-of-the-line, the gameplay technically looks great, but what we've seen so far of the single-player game is rife with horror clichés and stuff that just doesn't look all that creative or scary...little girls who mumble stuff and walk on ceilings, guys in Splinter Cell suits that can turn invisible... meh. Hopefully, Monolith is just being protective, hiding something more sinister up its sleeve.

PROBABLE FREAK FACTOR:



RESIDENT EVIL 4 GameCube

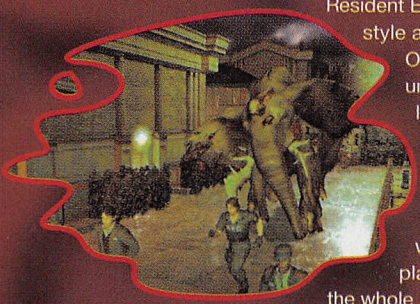


The classic moaning, shuffling zombies are gone...but are evil monks and possessed villagers scary? We're betting the bank that the answer is *hell yes*. It really looks like RE4 will fulfill the promise hinted at by the GameCube Resident Evil remake—the art direction is awesome (Silent Hill fans know how important that is), and the control scheme's finally gotten the once-over it deserved. The prophecies foretell that survival/horror shall come full circle.

PROBABLE FREAK FACTOR:



RESIDENT EVIL OUTBREAK FILE #2 PS2



Resident Evil games in the "classic" style are wearing thin, but the Outbreak series extends its unlife with the magic of online, trying to replicate the feel of an ensemble horror flick. The first game was a weird, obfuscated metagaming experience with lots of complex gameplay that interfered with the whole "getting scared" thing. Capcom's trying to iron out some kinks (it uses the HDD now), but our guess is that interface issues (still no voice chat) will again doom it to being more a curiosity than a classic. But it's still a cool idea.

PROBABLE FREAK FACTOR:



CONTINUED ▶



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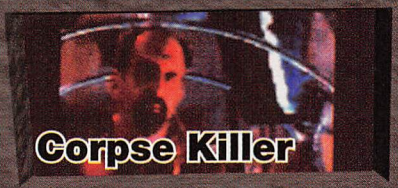
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Not frightened yet? You will be.

Frightening Folly

Scary games don't always wind up being all that scary. Here are some horror miscalculations throughout the ages, major and minor.



Corpse Killer

Digital Pictures dressed a bunch of guys in Halloween zombie suits and dangled them from wires in this FMV mishap. It was a light-gun game that didn't use a light-gun and warned the youth of yesteryear of the dangers of voodoo. (Sega CD)

FREAK FACTOR:



Phantasmagoria

Sierra game design legend Roberta Williams (King's Quest) eventually made this awful experiment in combining full-motion video, 3D backgrounds, and *sheer terror*. The result? Well, we still think King's Quest was cool. (PC)

FREAK FACTOR:



Siren

This demented lovechild of *Dawn of the Dead* and *Pulp Fiction* placed heavy emphasis on stealth and strategy instead of solid scare tactics and wound up taxing out the cerebrum instead of the pulmonary. The teeth-grindingly abominable British dubbing didn't help either. (PS2)

FREAK FACTOR:



Night Trap

Guys dressed entirely in black panty hose accost girls in conservative nightwear. Even if you can get past the fact that Dana Plato is in it, it's still hilarious. The most terrifying thing: This game was once the center of the video-game violence debate. (Sega CD)

FREAK FACTOR:



Fatal Frame 2

The merits of this game are debatable, but you gotta imagine there are scarier things in The Beyond than out-of-focus ghosts and enigmatic twin girls. Some found the game's camera mechanic too frustrating to be frightening, and the recycled Japanese horror clichés (flying kimonos?) weren't even very good ones. (PS2, Xbox)

FREAK FACTOR:



The Ring: Terror's Realm

Back before Naomi Watts watched that evil video tape and picked up the phone, there was this Dreamcast game based on the "Ring mythos." The only thing scary about it was the character models. Jokerized! (Dreamcast)

FREAK FACTOR:



D2

A meteorite hits a plane and brings about the return of the malevolent Shadow, but really, this four-disc Dreamcast epic was about rabbit hunting and deer shooting! PETA was horrified; gamers were not. (Dreamcast)

FREAK FACTOR:



Illbleed

So nonscary that you actually needed a "Horror Monitor" to tell you what was supposed to be frightening. The hook was that you had to watch all your senses to prevent getting scared to death, but it played more like a nursing school exam than a game. (Dreamcast)

FREAK FACTOR:

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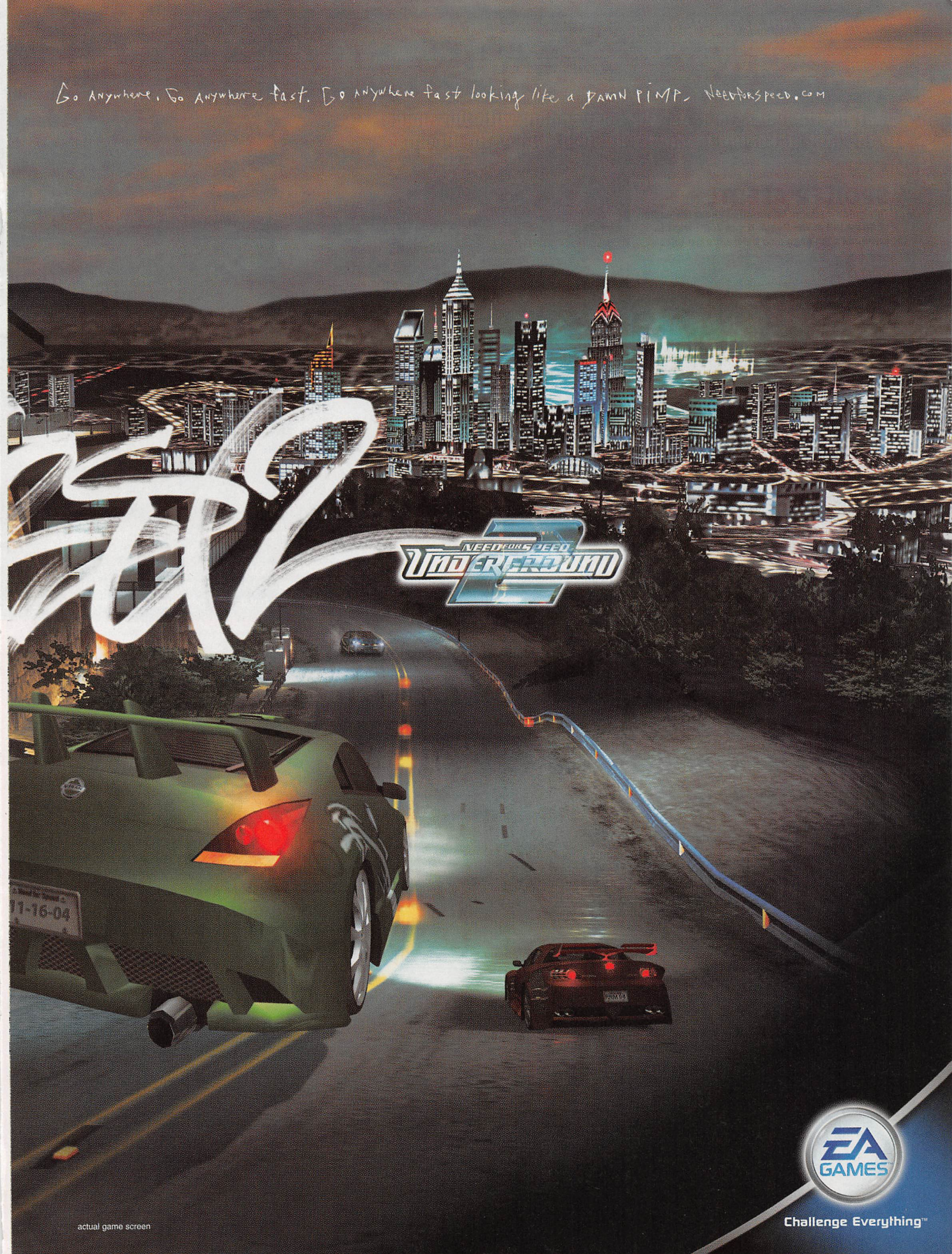
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Surviving Silent Hill 4

MATURE M CONTENT RATED BY ESRB

Beat the final boss and get the best ending with this guide to the last sickening moments of Silent Hill 4: The Room.

By Star Dingo

SPOILER ALERT!
This guide contains information about the ending of Silent Hill 4: The Room. If you don't want to know, turn the page now before it's too late.

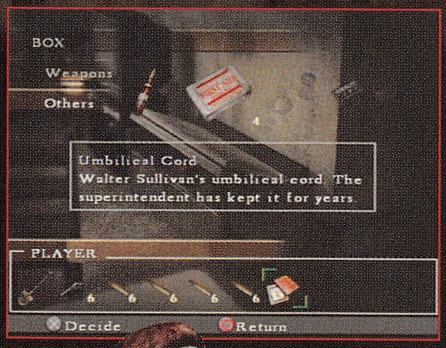


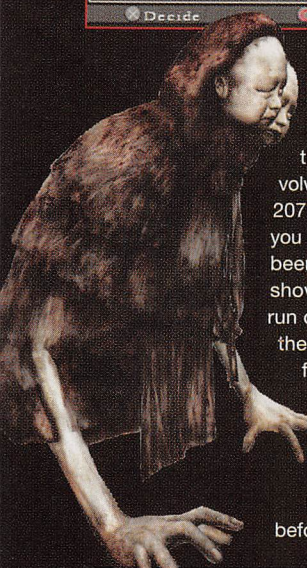
The Strange, Sad Death Of Walter Sullivan



Once you've reached the point in the game where you've hewn a hole in your hallway with the Pickaxe of Hope, you're just about to enter the game's final battle with Walter Sullivan, the long-haired ritual murderer who's been stalking you the whole game.

But before you crawl in the hole, you want to make one last pit stop at the storage chest in your apartment. If you want to get the best ending, you'll have to be quick and efficient, and that means having the right items on hand.





You're going to need at least three empty inventory slots to do this right. Take only the following: The revolver you found in Room 207, every revolver bullet you own (hopefully you've been saving them), the shovel (just in case you run out of bullets), and the umbilical cord you found in Superintendent Sunderland's room. Don't burden yourself with ampoules or med kits—just heal yourself before you go.



Now dive down the black "hole" beneath the makeshift cross that used to hold Walter's rotting corpse. At the bottom, you should find Walter and a giant cadaverous horror hanging on the wall. Yes, this is the final battle.



Throughout this fight, Eileen will walk slowly… slowly…slowly toward the pool of blood and strange machine in the center of the room. If you don't kill Walter fast enough, Eileen will eventually get mauled by the machine (you'll hear her scream but won't see anything), and you'll only be able to get "bad" endings. Follow these instructions, and you should be fine.



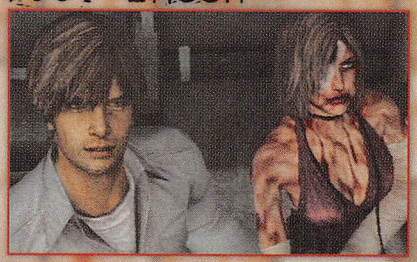
First, run up to the hideous cadaver and use the umbilical cord you found in the Superintendent's room on it—this "primes" it so you can stab its flesh with holy spears.

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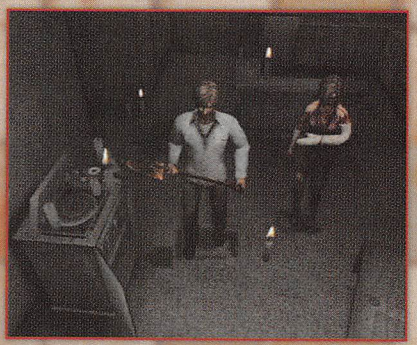


Now, run all the way to the left, next to Eileen's staircase, to the first of the crimson-stained bodies that surround the room. Pull the spear from its chest with the Select/Investigate button. Move right toward the next body and pull out

Poor Eileen



The more Eileen gets beaten up through the game, the faster she walks down the aisle to her doom during the final battle with Walter. Her damage level directly correlates to how bloody she appears.



Keeping Eileen away from fights is a good idea but not always possible. Luckily, you can heal her by placing a Holy Candle on the ground.

JUST LOOK AROUND, MAN.

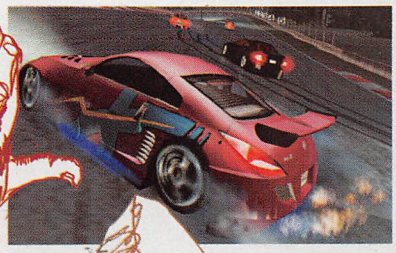
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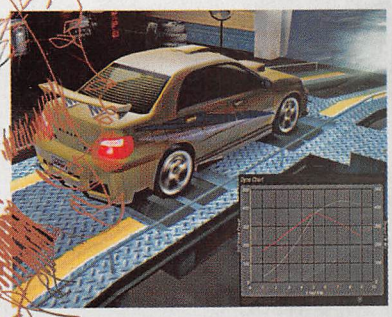
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the second spear. Continue down the line pulling spears from the corpses until you have four. If you cleared out your inventory (you did, right?), you'll have enough slots to carry all four spears.



Run to the giant, hideous cadaver in the middle and use the spears on it, one after another, until all four have been stuck in its flesh. Walter should fall down to the ground in pain every time you do this, so you shouldn't have to worry about his gunfire.



Now run to the right and repeat the process with the four bodies on the right: grab the four spears, return to the middle, and jam them all in the cadaver.



Once you've stuck the giant corpse with all eight spears, Walter will be vulnerable to your attacks. Equip the revolver and wait for Walter to stand all the way up and start attacking again. Be patient—if you shoot before he stands, you'll just waste precious bullets.

Don't stand too far away, or too many shots will miss. Don't stand too close, either—if you do, Walter will hit you with a melee attack that hurts *way* more than his pistol. You need about 25–30 revolver rounds to defeat him; if you run out of bullets, just use your shovel.



Housecleaning Tips

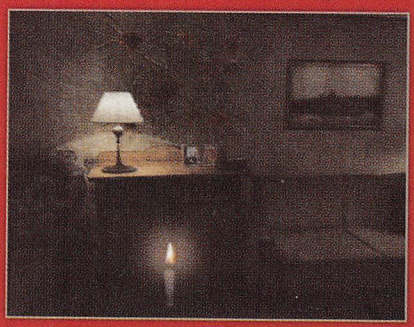
Two endings require that you get rid of all the spirits in your room. But what the game deems a "spirit-free" environment is pretty nebulous. If you follow these guidelines, you should be clean when the time comes.



First off, when the strange man in the first run-through of The Apartment World offers you a Shabby Doll, *do not take it*. And especially don't put it in your storage bin—it's a major spirit magnet and might ruin your chances of getting the best ending.



Holy Candles let you clean infestations—and anything that causes you to hear static and see red (and eventually take damage) when you get too close. Just place a Holy Candle on the ground near an infestation and wait until the candle burns away.



For best results, clean up infestations as you come across them. If you wait to clean until just before the last battle, you may find you can't get the best ending, even if you scrub it spotless.

The Four Endings

There are four different possible endings in Silent Hill 4: The Room. The ending you get is determined by whether or not Eileen dies in the final battle with Walter, and whether or not you've cleansed your apartment of evil spirits.

The Bad Endings







If Eileen dies and your room is still filled with spirits, you'll get the ending "21 Sacraments." It makes very little sense, but it's obviously not good. If Eileen dies and your room has been properly cleansed, you'll get "The Death of Eileen," which has a very self-explanatory name. But if you follow our instructions in beating Walter, you should have no problem keeping Eileen alive.

The Good Endings

If Eileen lives through the final battle and your room is still filled with spirits, you'll get the hopeful "Mother" ending. If Eileen lives and you cleanse your room of spirits, you'll get the "Escape" ending, which is the best ending. The bad news is that cleaning your room can be hard—in fact, if you wait to tidy up the ectoplasm until the last second, it might be impossible. The good news is that both these endings are nearly identical, so you're really not missing a whole lot if you get "Mother."





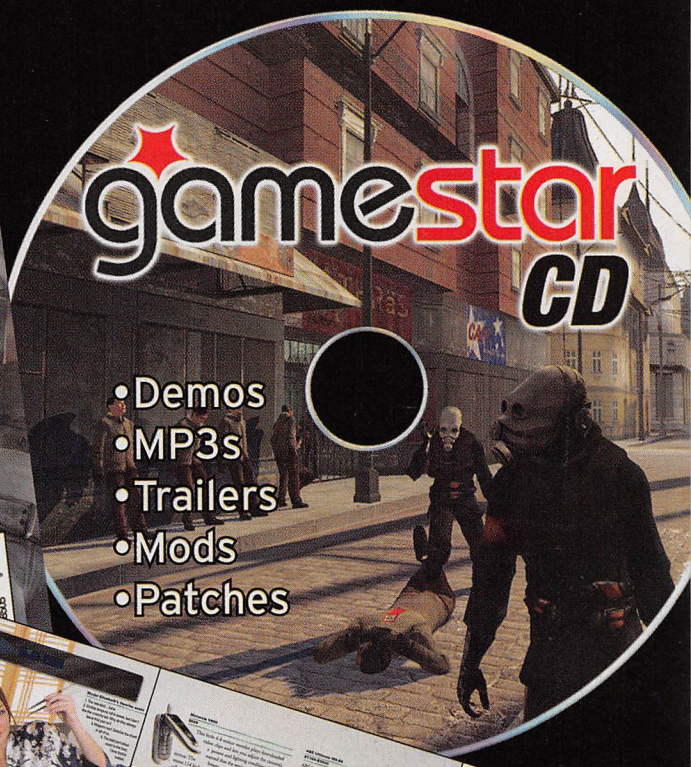


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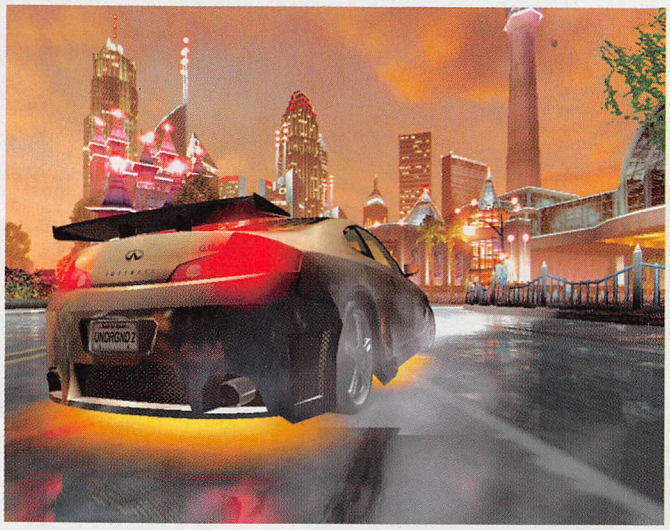
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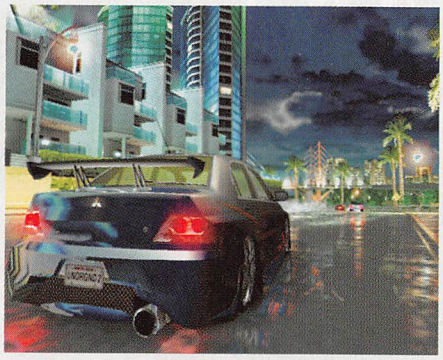
Need for Speed Underground 2

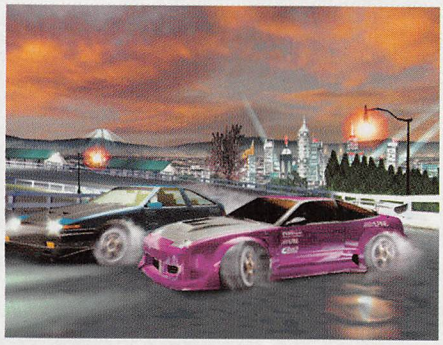
The city of Bay View might need a little more roadwork in the near future. It's this town's streets you'll be tearing up as you continue your tour of high-speed underground racing in EA's followup to last year's mega Need for Speed hit.



From Dusk 'Til Dawn

Of course, Bay View is a fictionalized metropolis, but what goes on within the city limits can feel absolutely real. The town is divided into five unique areas with each offering a totally different driving experience, such as snaking down twisting hillsides, busting 90-degree turns downtown, or speeding along the freeways, which also connect the entire city. This free-roaming, open-ended 125 miles of track departs from its predecessor's linear gameplay, and it also plays a bigger role during the single-player career mode. Underground 2 forces you to explore every avenue, where you can discover unannounced competitions and, more importantly, find shops that can really carve your stock ride into a radical rocket.





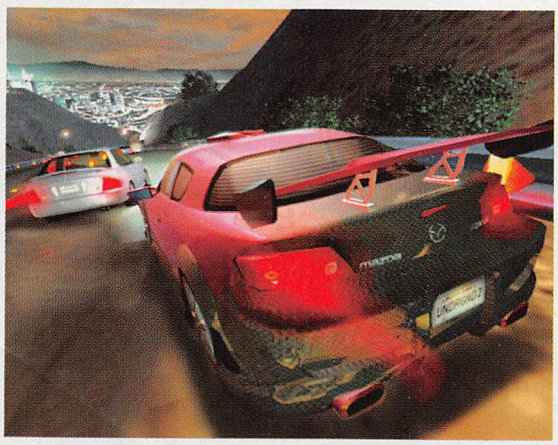




Car customization is, of course, an important feature in Underground 2. All of the usual auto upgrades from before are available, but there are a ton of new additions like changing your side mirrors and engine and cabin neons. You can also add hydraulics or build out your trunk space with speakers and Nos bottles. There will be about 30 cars to tailor with your personal touches, including 17 vehicles from the first Underground and 13 new cars with a selection of American muscle cars and a few SUVs.

From Drags to Riches

Familiar race modes and a couple of new competitions will test your need for speed. The high-adrenaline split-second drag races are back, this time taking place on 12 new courses. The popular Drift mode returns with 15 tracks, including six downhill runs where drifting inches away from other cars can get you mondo points. If you're roaming around town, you might run into other speedsters who want to race you. If you accept, this Outrun mode is basically a "you snooze you lose" race, where you try to either lose the guy trailing you or overtake the guy in front of you. There are no marked roads to follow, and a race can last as long as 20 minutes. And if you have solid street cred, you may be invited to the Underground Racing League, where only the most serious racers participate. Finally, in Street X tourneys, you race around small, compact tracks, scouring paintjobs against the super aggressive A.I.

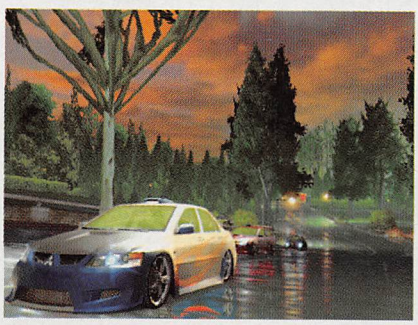


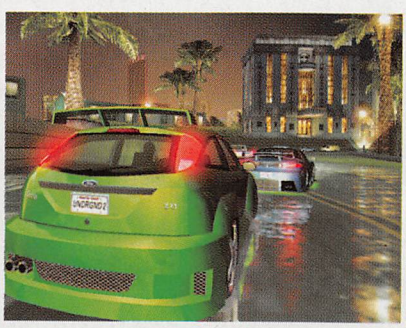
Although the buzz about car tuning may be yesterday's fad, the Underground series can certainly revitalize it, especially if EA keeps on track with all of the promising additions and improvements it's making for the sequel.—*Four-Eyed Dragon*

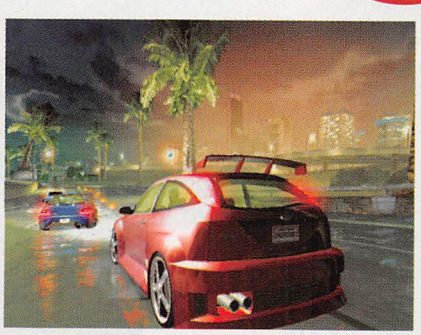
■ **Update** ■ **Developed and published by EA Games** ■ **Target release date: November**

All screens shown here are from the Xbox version.

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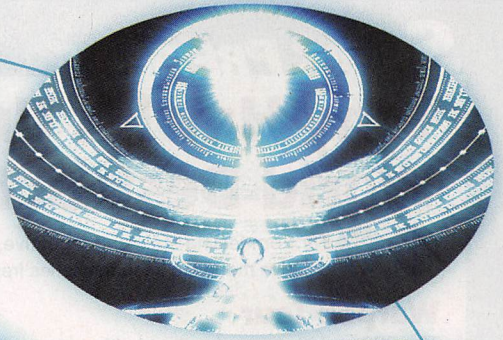












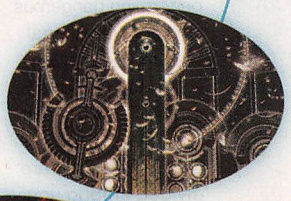
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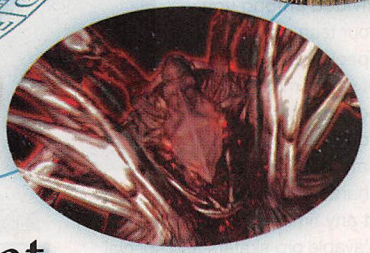
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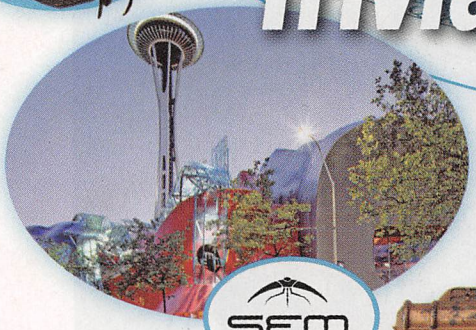
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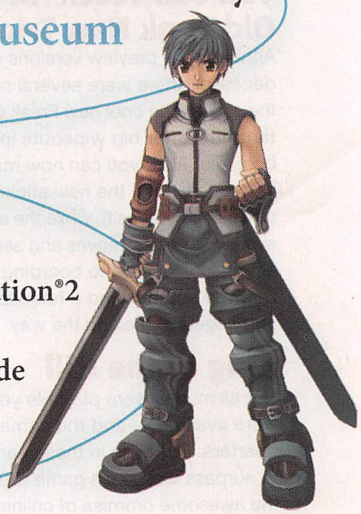
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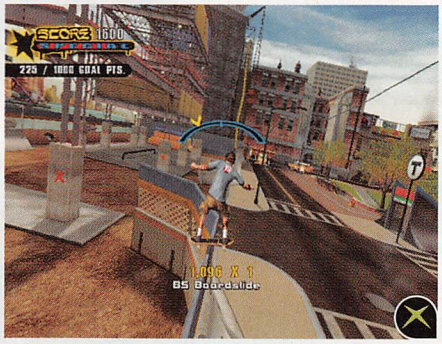
PlayStation.2

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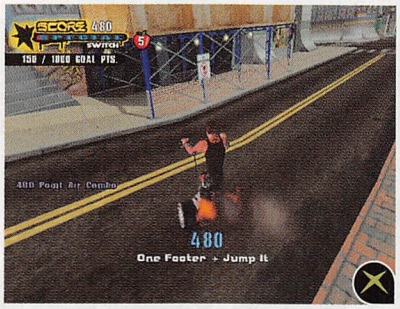
Tony Hawk's Underground 2: World Destruction Tour

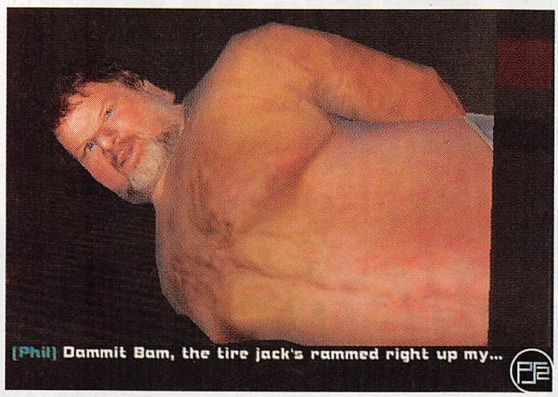
Far from feeling stale and repetitive, THUG2 introduces enough new features and creative modes to keep the series fresh and entertaining well into its sixth installment.

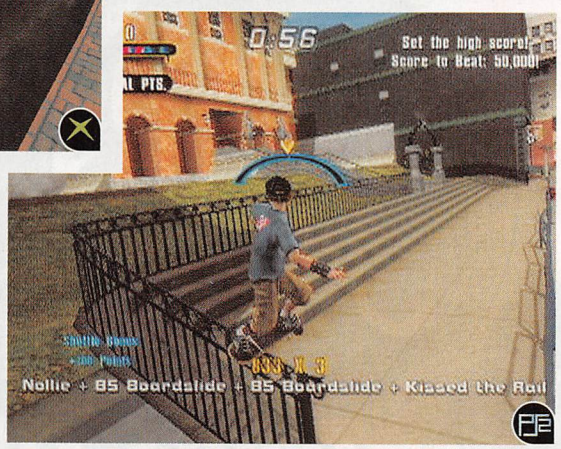


Warped Tour

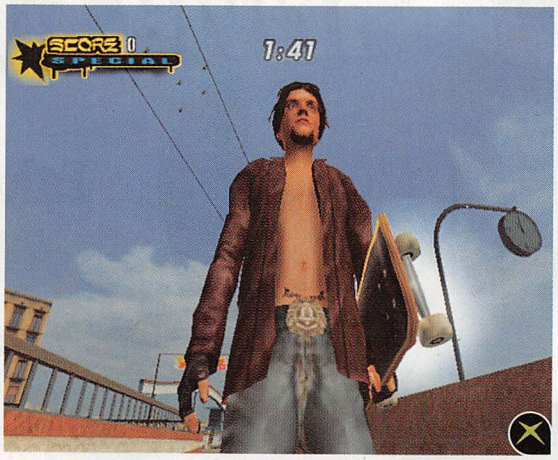
The PS2 and Xbox preview builds (the game will also be available for the GameCube) showcased two playable cities that will be included as part of THUG2's six-city international skating tour dubbed the "World Destruction Tour." Part *Jackass*-style prank-and-stunt show and part skating-scavenger hunt, the Tour is your chance to compete against Bam Margera and his crusty cronies as part of Tony Hawk's crew of pro skaters. The two teams travel the globe in a race to collect points by completing skating objectives and performing dangerous and possibly illegal tasks for kicks. Because the emphasis of THUG2 is on team play, the level objectives for each city are divided among you, your teammates, and special guests (some of whom must be discovered first), and you'll be able to alternate between each character and his specific goals at any time. Plus, with over 20 playable pro skaters and special guests, THUG2 is becoming something of a star-studded affair thanks to appearances by Wee-Man, Bob Burnquist, Rodney Mullen, Bam's dad Phil Margera, and *Monster Garage*'s Jesse James—to name a few.





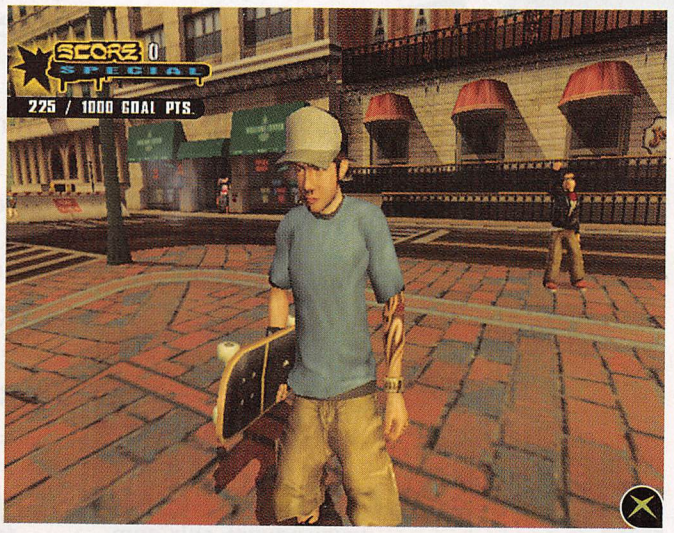






You *Can* Teach An Old Punk New Tricks

Although the preview versions of THUG2 played very much like their predecessor, there were several new features guaranteed to excite fans of the series. The cool new Freak Out move enables you to combo hilarious tantrums after big wipeouts into flashy recovery moves for big-point bonuses. Also, you can now mark your turf by defacing all sorts of public property with the new sticker-slap move and graffiti tags (which you can design yourself), while the slow motion–focus control feature lets you simplify complex moves and see how the pros really do it. Of course, the action isn't limited to boarding either as we ran wild with a supped-up Segway scooter and a hospital gurney while pelting people with fruits and vegetables along the way.



King of the Hill

Not all modes were playable yet—only two cities (Boston and Barcelona) were available—and the camera had a tendency to spazz out in tight quarters. But even in these early builds, it's clear that THUG2 is poised to surpass last year's game with a host of innovative improvements and the awesome promise of online exclusive modes like Capture the Flag, Elimi-Skate, and a scavenger hunt mode.—*Bones*

■ Hands-On ■ Developed by Neversoft
■ Published by Activision ■ Target release date: October

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Produced By : Hideo Kojima

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Animated Blood
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Shadow of Rome



Shadow of Rome is a 3D action/adventure/fighting-hybrid take on the Roman Empire. Taking place in 44 B.C. (Before Capcom), the game puts you in the sandals of two characters—Octavius and Agrippa—whose play styles couldn't be more different. Octavius's sequences are strategy and stealth based, while Agrippa's adventures mostly consist of arena-based fighting. Shadow almost takes a page from the *Gladiator* screenplay: The powerful soldier Agrippa is forced into gladiator arena battles, while Octavius works behind the scenes to clear his name.





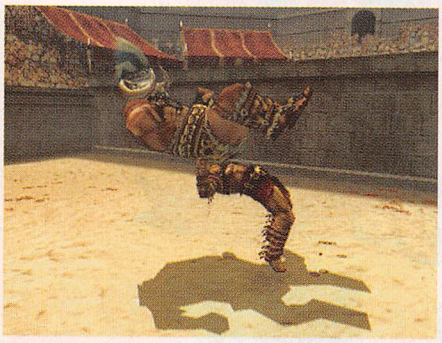
"Win the Crowd..."

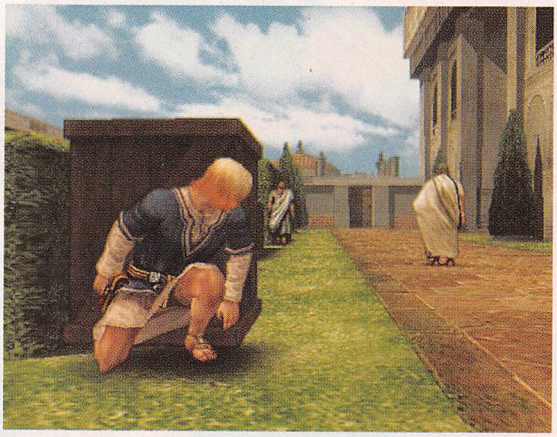
The arena fights are something else—disarming an enemy literally means exactly that. There's plenty of diversity as matches include free for alls, one-on-one-bouts, teamwork, and chariot races. Weapons are never in short supply, and opponents can lose limbs that can then be used as melee or throwing weapons. Combat goes beyond simplistic hack-n-slash mechanics with a plethora of intricate grappling moves and other special attacks. The crowd also plays a key role as they award Agrippa with health items or special weapons after he performs a splashy move or kills an opponent in a grisly fashion, and then punctuates the act with his own celebratory yell. Yes, this is a very violent game.





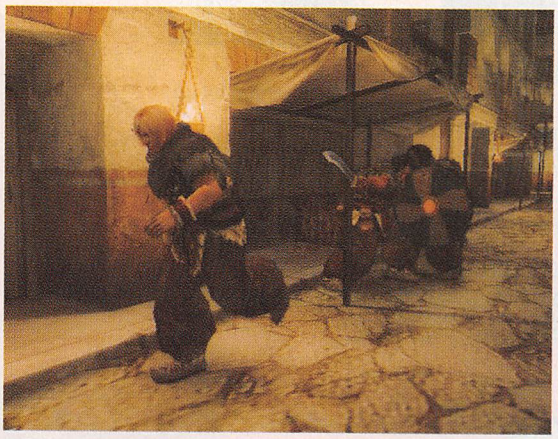
Unfortunately, the transitions to stealth sequences are too jarring in comparison to the carnage of the arena. Octavius's episodes involve lots of sneaking around and occasionally knocking out an enemy with a vase or solid object of some kind. It simply doesn't match the intensity of the combat.





"Are You Not Entertained?"

Producer Keiji Inafune is no stranger to violence in video games as he's the same man behind the Onimusha sword-and-sorcery epics. He also has a nice sense of period-piece visual flair—in the game, Rome is vibrant and atmospheric, and the architecture sports fine details. In the playable beta, Shadow was a blast, albeit with the occasional bug, and it already easily puts titles like Gladius and Gladiator: Sword of Vengeance to shame.—*Major Mike*





- **Hands-On**
- **Developed and published by Capcom**
- **Target release date: November**

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Ratchet & Clank: Up Your Arsenal

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PS2 Ratchet, the extraterrestrial doggie dude, and Clank, his mini-mechanical sidekick, are entering their third orbit in a silly space-opera shootout for the PS2. Was there ever a more fun way to blow stuff up or otherwise cause mass destruction on a planetary scale? After a thumb-blistering run-through with the preview version of Ratchet & Clank: Up Your Arsenal, survey says, "No way!"

Space Cadets

Oh, yes, the story line of this crazy space cartoon: Tyhrranoids...Dr. Nefarious...diabolical scheme to wipe out all organic life in the galaxy. But when the Galactic President recruits the boys to save the day, they wind up teaming with...well, as the "no spoilers" rule is in effect, let's just say "a former hero" from Going Commando. Let the shooting and laughter begin.



And speaking of animated combat, the early version of Up Your Arsenal revealed gameplay that hasn't veered far at all from the 360-degree run-n-gun style of the original Ratchet & Clank. You could play the entire game in first-person view for a different twist, but then you didn't get to enjoy watching the newly refined character graphics of the dynamic duo in action. The controls felt tight and on target with a game cam that kept good pace with the action.

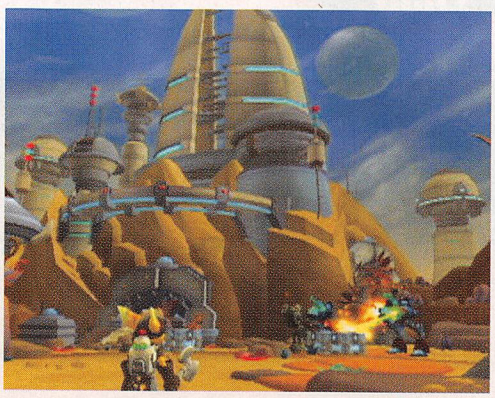
The inventory system in the early form was pretty nimble, too. You could acquire 15 new weapons that sustain four levels of upgrades and then cycle through them with the action buttons for fast fighting. And start dusting off your Going Commando memory card because you can score five weapons from that second game, too.



Spaced Out

It looks like the action is going to be as wild and wacky as expected. Your opponents are the usual suspects: hordes of mechanized menaces of all shapes and sizes, and an oddball E.T. menagerie. The enemy A.I. is being seriously schooled—the bad guys were all over us like yellow on the sun in the preview version.

There's serious attention being paid to the multiplayer game, too. Offline supports up to four players, but online, you can pack in eight. There's a bunch of games, but in the capture-the-base contest, you can commandeer two-person vehicles for "I pilot, you shoot" action or some sick bombing runs.

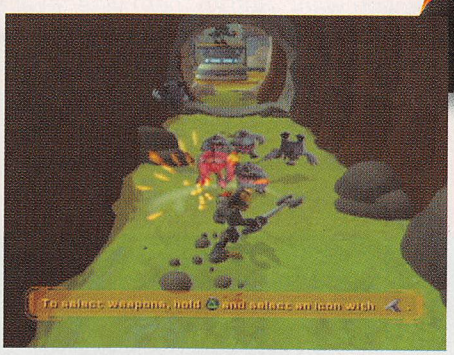


Space Aced

Sony and Insomniac may be souping up a formula here, but the future's already looking star bright. If making big noise with outrageous weapons for the greater galactic good sounds like fun, then be prepared to stick this one up your arsenal.—*The Man in Black*

■ **Hands-On** ■ **Developed by Insomniac Games**
■ **Published by Sony** ■ **Target release date: November**



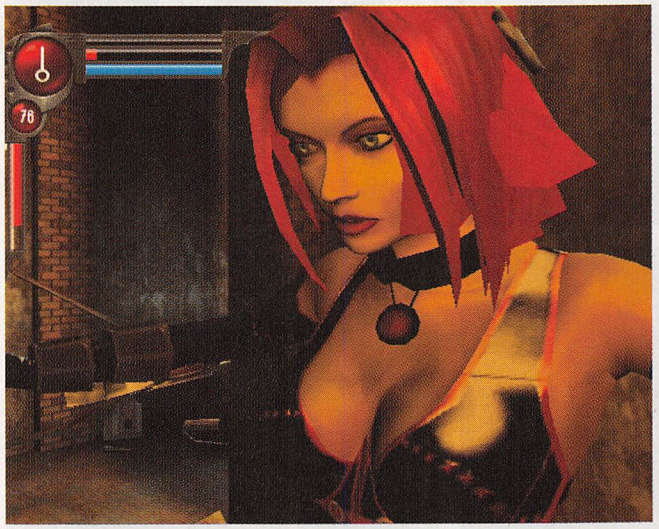




BloodRayne 2



If buxom babes and buckets of blood seem to be requisite ingredients for most commercially successful video games, then BloodRayne 2's dark combination of these tacky traits should make for one hell of a hit. BloodRayne 2 looked promising at this year's E3, but the leap forward in visual quality from that version to this playable beta version is impressive with developer Terminal Reality promising even greater improvements in frame rate and animation in the final build. Though still unfinished, BloodRayne 2 looked about as beautiful as a game full of dismembered bodies and crimson arterial sprays ever could with excellent lighting and shadow effects that created a creepily believable cityscape and gave a sexy sheen to 'Rayne's red leather duds and lethal blades. The combat animations also showed an unexpected level of polish and fluidity, and clearly rendered 'Rayne's violence in all its vicious glory—which is, of course, the crux of BloodRayne 2's gameplay.



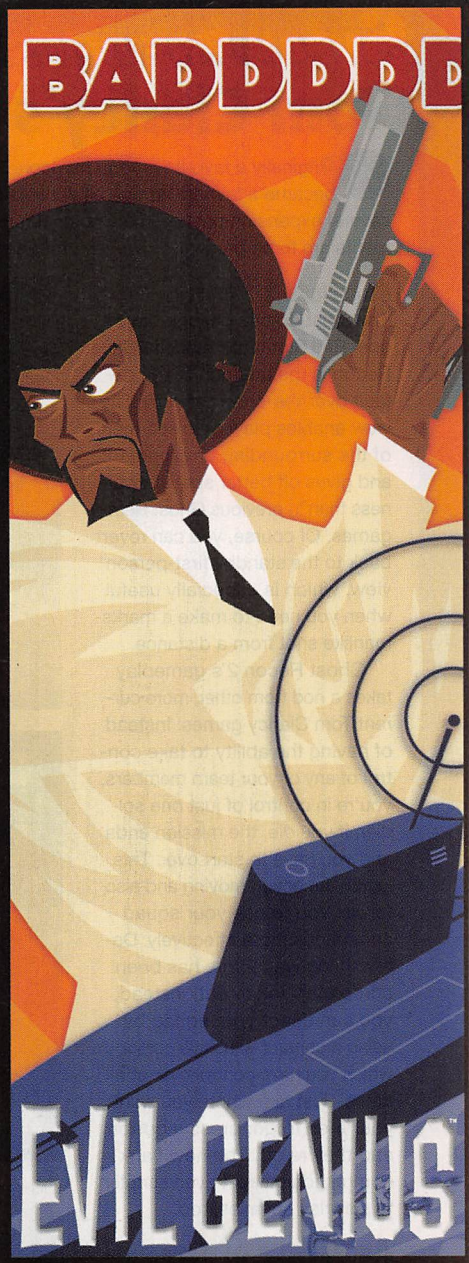


As in the first game, 'Rayne (the half-vampire, half-human heroine) uses a cool combination of kung-fu kicks, harpoon stabs, and sword attacks to annihilate her enemies up close while relying on her blood pistols to alleviate distant threats and massacre mindless minions in myriad ways. In particular, the gruesome ability to harpoon your enemies and throw them into deadly level-specific traps (like giant fans and garbage compactors) called "kill puzzles" or toss them into one another to create pileups adds nicely to an already deep fighting engine complete with a dozen fatality-style finishing moves. And because there are no health or ammo packs lying around the levels, it's up to you to refill 'Rayne's pistols and vitality by feeding on the fresh blood of fallen adversaries, making calculated combat moves just as important as the wanton destruction of fleshy foes.—*Bones*



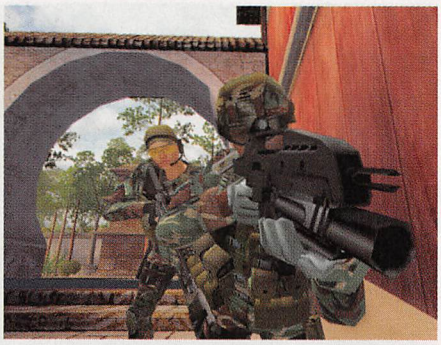
- **Hands-On**
- **Developed by Terminal Reality**
- **Published by Majesco**
- **Target release date: October**

All screens shown here are from the Xbox version.



Tom Clancy's Ghost Recon 2

Originally a favorite among hardcore PC Tom Clancy fans, the Ghost Recon series quickly became a favorite among all console shooter fans. Finally—after years of anticipation and several expansion packs—the Ghosts return in a real sequel in which many expected improvements are to be present. However, other new features might throw off veterans of the series.



A View to a Kill

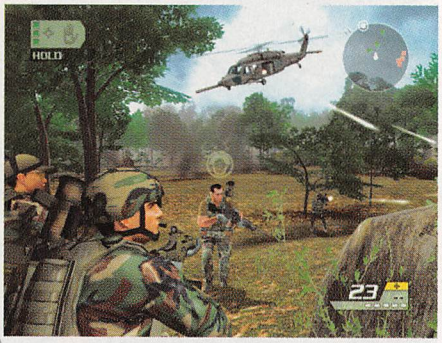
The most drastic change developer Red Storm has made to Ghost Recon is the addition of the default over-the-shoulder view. The view enables players to see more of the surrounding environment and gives off better spatial awareness than in previous Ghost Recon games. Of course, you can revert back to the standby first-person view, which is especially useful when you need to make a marksmanlike shot from a distance.





Ghost Recon 2's gameplay takes a nod from other, more current Tom Clancy games. Instead of having the ability to take control of any of your team members, you're in control of just one soldier. If you die, the mission ends and you have to start over. This keeps the action moving and also forces you to use your squad commands more effectively. Determining waypoints has been completely taken out; instead, you can direct your squad by using a contact-sensitive cursor, which you have control over at all times. Just aim where you want your men to go, press a button, and they're off. The new flank commands make it even simpler to surprise enemies, too.

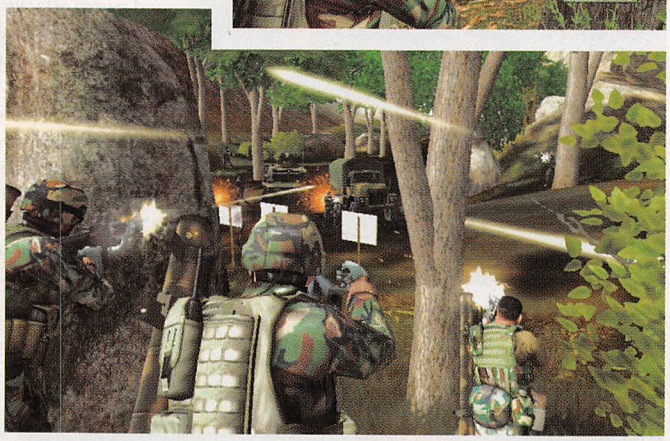




An Army of One

The popular Lone Wolf mode has been upgraded with authentic military tactics. In this mode, where you opt to complete missions alone, you now have access to the U.S. Army's Future Warrior hi-tech gear that in real-life should be in service in the next couple of years. Along with the M29 rifle, the futuristic equipment includes a gun camera, which enables you to fire from behind cover, and airburst grenades, which detonate at a specific range.





So far, Ghost Recon 2 is looking to outrank its forefathers. With so many new additions and sharp visual detail, this could be one army that you'd want to mess with.—*Four-Eyed Dragon*





- **Update**
- **Developed by Red Storm**
- **Published by Ubisoft**
- **Target release date: Winter 2004**

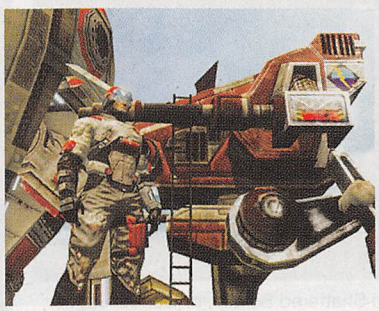
MechAssault 2: Lone Wolf

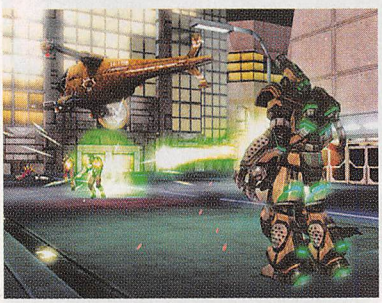


A recent test drive of developer Day 1 Studios' Xbox-exclusive sequel MechAssault 2: Lone Wolf revealed a pleasantly surprising level of polish and refinement. Lone Wolf features an original 20-mission single-player story mode and a multifaceted multiplayer setup for up to 12 players (on two teams of six) via system link or online play with Xbox Live, including full headset support. In the early build, the story mode, which is set across five distinct worlds, was already shaping up to be an interesting adventure with several new additions to the familiar MechAssault gameplay like the ability to exit your ride and roam around on foot or in the new mini-mech suit called Battle Armor. This last feature enabled you to overtake and hijack enemy Mechs, thereby effectively using your adversary's weapons against them (which is even cooler than it sounds).



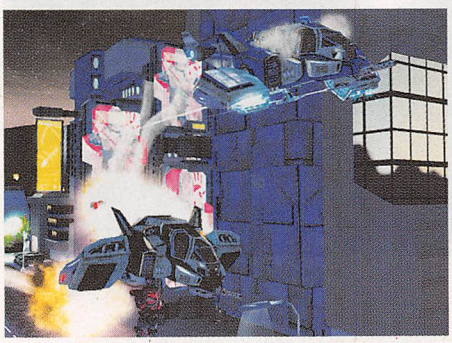
The seven multiplayer games (which include genre staples like Capture the Flag and Team Destruction) were running at impressive rates on Xbox Live with cool headset compatibility and an awesome customizable clan feature that let players develop their own teams, post links to outside clan websites, send and receive invitations, and share clan details and rosters. Plus, clans could vie for higher rankings by issuing and accepting challenges from teams ranked three spots above or below them with the official results being posted on the website run by Day 1 Studios. Lone Wolf also features an all-new "House" system in which thousands of players can join massive teams in a semi-persistent universe where each House battles against the neighboring territories held by rivals as part of an interstellar conquest war. With a tight control scheme, stellar graphical presentation, host of innovative features, and very promising multiplayer modes, Lone Wolf could be just the thing for Xbox-owning Mech fans when it ships this December.—*Bones*

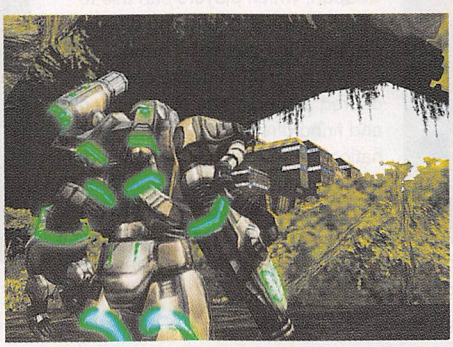


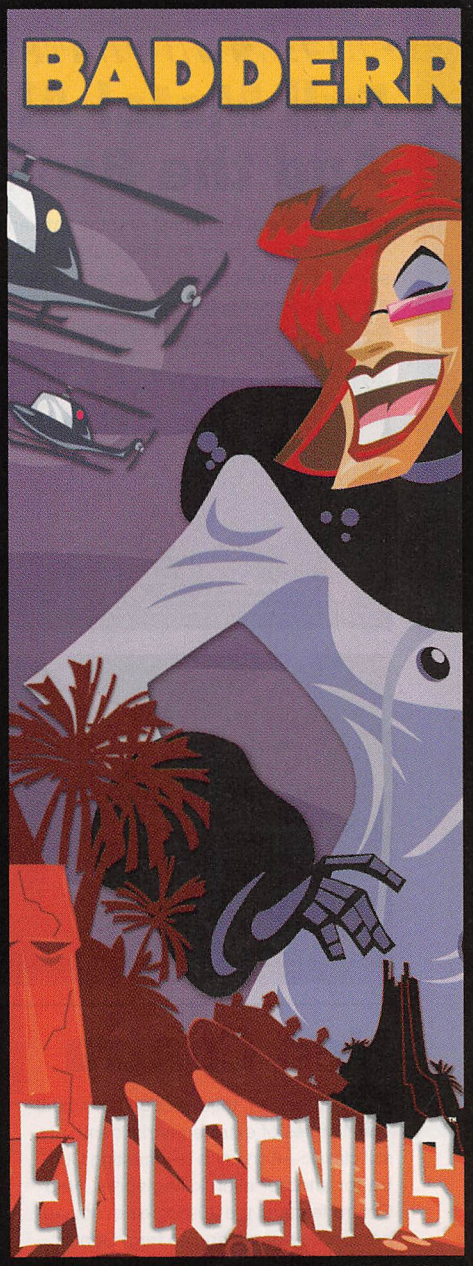


- Update
- Developed by Day 1 Studios
- Published by Microsoft
- Target release date: December

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Full Metal Alchemist And the Broken Angel



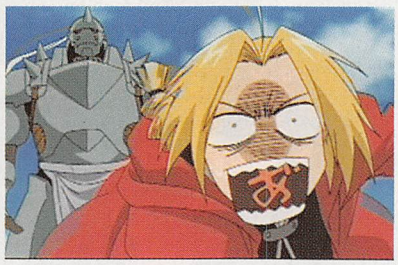
Full Metal Alchemist and the Broken Angel follows the Elric brothers as they search for the Philosopher Stone, which they need to restore themselves after an alchemical accident. While on a train to Central City, their search takes an unexpected detour when ex-military alchemists who claim to follow Professor Eilstein, a colleague of their master, hijack it. Suspense and intrigue ensue.



In Broken Angel, players primarily control Ed Elric, utilizing his alchemy skills to fight and transmute over 50 objects into weapons and equipment. Objects with an Alchemy Circle around them can be changed into weapons, items, machine-gun turrets, and even tanks. Ed can also limitedly direct his brother Al to tackle foes and use weapons.



In the preview build, the alchemy system looked innovative and the story appeared involving, but the partner system seemed primitive in comparison to the whole—Al often got stuck behind objects and tackled enemies from the wrong direction. Also, the camera tended to get weird in close situations, and as the HUD showed only Ed's stats, there was no way to tell if Al was getting weaker until he was in critical condition. If these issues can be addressed in time, Broken Angel has the potential to be an action/RPG contender. *—Rice Burner*



- **Hands-On**
- **Developed by Racjin**
- **Published by Square Enix**
- **Target release date: Spring 2005**

Neo Contra





Somehow, third-person homicidal orgies of extraterrestrial death are still classic—Konami is resurrecting Contra for another alien killing spree. Neo Contra features the 30-degree overhead-perspective game engine from Contra: Shattered Soldier instead of the classic side-scrolling scheme.

In Neo Contra, players assume control of either Bill Rizer, a returning classic player from Shattered Soldier, or Genbei Jaguer Yaguy, a new samurai character. The game's control configuration, weapons assortments, and engine appear virtually identical to those in Contra: Shattered Soldier, although the jumping ability has been replaced by a dash/dodge capability where you can spin to dodge incoming projectiles or dash in any direction. The weapons assortment is preset into three sets of three weapons—no more power-ups. Each set includes two primary weapons and a secondary lock-on weapon, which players can use to attack enemies occupying different planes of the gameplay area.





In the early build, the controls offered a good range of movement and firing directions, but the combination of the analog stick and button configuration seemed clumsily executed. A dual analog stick–movement configuration would seem to provide better control. Hopefully, players will be able to change their control configurations in the finalized version because Neo Contra looks good. *—Rice Burner*

- **Hands-On**
- **Developed and published by Konami**
- **Target release date: November**

Prince of Persia 2



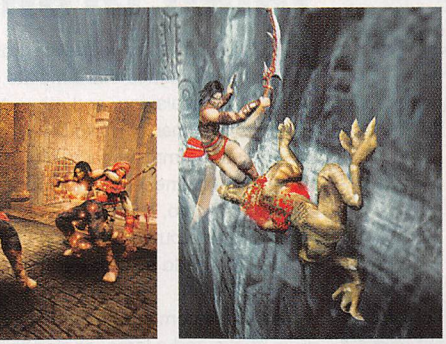
As with any other royal lineage, the Prince of Persia's roots stretch far back in history and lead to many cultural marks in the gaming kingdom. Last year, the Prince was once again crowned with innovation as Ubisoft's version of the classic was surprisingly transformed from a simple platformer into an engaging action game. The sequel hopes to follow suit, but as royal wisdom usually confers, sticking with tradition is nice...but you can also expect some sweeping changes to appease the Prince of Persia citizens.



One such drastic change in Prince of Persia 2 is its battle system. Replacing the rudimentary one-button hack-n-slash gameplay from its predecessor, the game's new fighting style is free form with lots of varying combos, which performed perfectly in an early PS2 build of the game. The Prince's old standby sword can now be wielded in different ways, such as using it to slice someone in half, behead a creature, or swipe a gang at one time in one swoop. Mix in his tumbling feats like somersaulting over an opponent, swirling around columns, and catapulting off walls, and the Prince turns into a much deadlier combat king. Plus, he can now pick up weapons at any time and throw them at foes as part of his fatal combinations.



The story has a much darker tone than before. Fate has manifested itself into ugly murderous creatures that won't rest until the Prince is dead, which is what was supposed to happen in the past, but the Sands of Time was found and used, thus changing the course of time. It's a messy, twisted tale where you'll jump from past to present, fight bosses, and even take control of a second mysterious character—all to avoid the written destiny of your soul.



Although maintaining royal traditions may be out of date, this Prince seems destined to continue his strong bloodlines without looking back. Let's hope fate tells the same story in November.—*Four-Eyed Dragon*

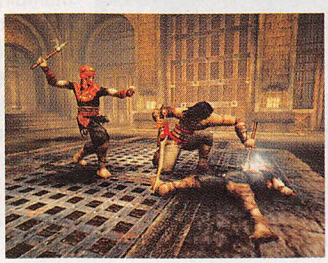


- **Hands-On**
- **Developed and published by Ubisoft**
- **Target release date: November**

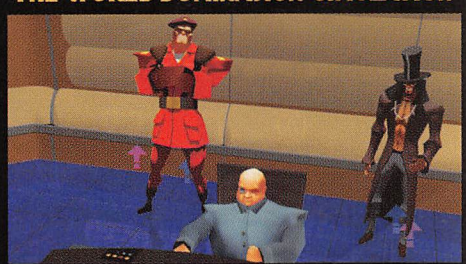
All screens shown here are from the PlayStation 2 version.











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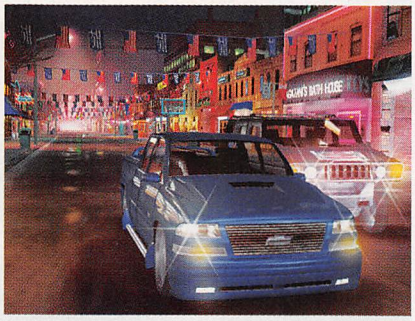
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Midnight Club 3: Dub Edition



The Midnight Club series and its arcade-style street racing has developed a strong following (historically, the first Midnight Club was a PlayStation 2 launch game) fortified by a sequel that featured online gameplay. For the third Club game, the developers have teamed with *Dub* magazine, a publication that specializes in car customization...make that, hip-hopification. "Dubs" refer to the 20-plus-inch chrome rims and spinners you see all over the streets these days. With the Dub edition, every facet of your car can be changed or enhanced—from the tailpipes to the window tint shade. Midnight Club 3 also expands the lineup of vehicles with muscle cars and more motorcycles. Using this mammoth archive of licensed vehicles, racing takes place in three American cities—Detroit, San Diego, and Atlanta—all chosen for their street racing popularity.

The warehouse of custom-made parts comes in handy because cars can take damage during a race, albeit without any effect on their handling. A play of an early version of the game proved that the series will remain faithful to its arcade step-up-and-play roots as it certainly didn't lack speed and the controls were more or less responsive depending on the car you drove. In the online realm, the game will enable up to eight wannabe racers to burn rubber on the Xbox and PlayStation 2. The game's undergoing constant tuning, so Midnight Club 3 could be one smooth ride when it's finished.—*Major Mike*

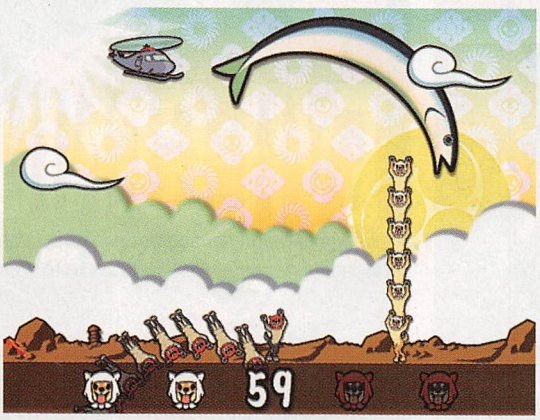


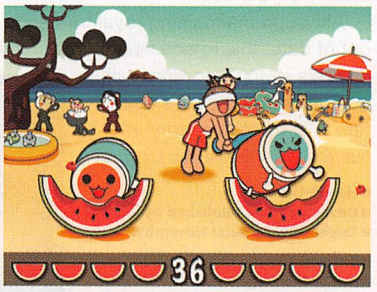


- **Hands-On**
- **Developed by Rockstar North**
- **Published by Rockstar San Diego**
- **Target release date: Holiday 2004**

All screens shown here are from the PlayStation 2 version.

Taiko Drum Master

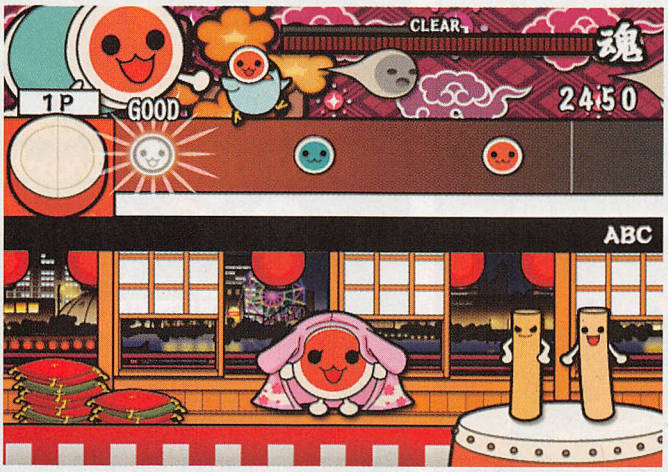




To be added to your ever-growing list of video games that simulate dancing, singing, guitar-playing, and other rhythmic functions of humanity: Taiko Drum Master, a Sanrio-cute drumming game that simulates a beloved Japanese musical/performance art form. And no, it's not a Donkey Konga ripoff—it came out in Japan long before the lovable Nintendo ape started banging his banana skins.

The game comes with two chunky plastic drum sticks and a large, angled taiko drum, and it plays just like you'd expect—listen to a song and watch the screen for cues to tell you when to smack the drum. Red dot means hit the center; blue dot means hit the rim; big dot means hit the drum really hard with both sticks. The 31-song track list has a good assortment of poppy karaoke staples like "Love Shack" and "Tub-thumping" (the real versions), a handful of Namco themes, and a wide range of classical music that, not surprisingly, feels more "right" to play along with than the licensed songs. There are also a few arcadey mini-games that test your reflexes. The only catch: The game comes bundled with only one drum, and Namco's "not sure yet" whether it will sell a second drum independently. Even if it doesn't, we'd advise you to soundproof your room, lest you drive your neighbors insane. The drum controller is *looooouuuud*.—*Star Dingo*





- **Hands-On**
- **Developed and published by Namco**
- **Target release date: October**

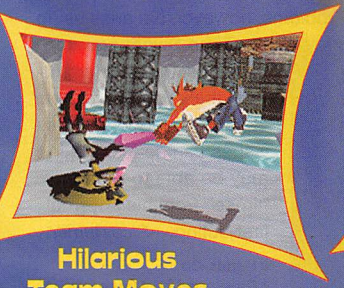
"Check out this wicked team move from Crash & Cortex!"

HUMILISKATE

We give this game 10 out of 10 crutches!

Steve-O

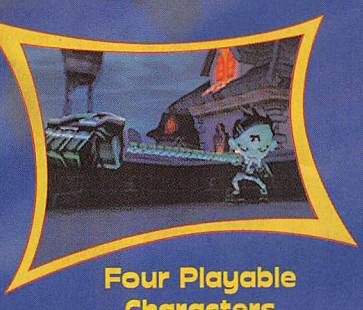
Chris Pontius



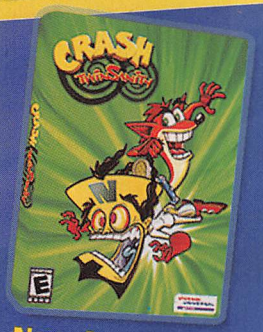
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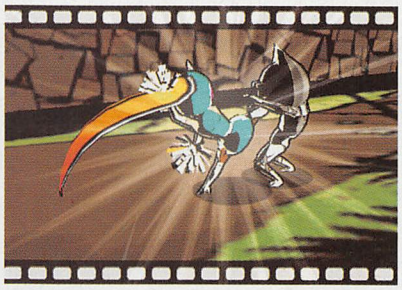
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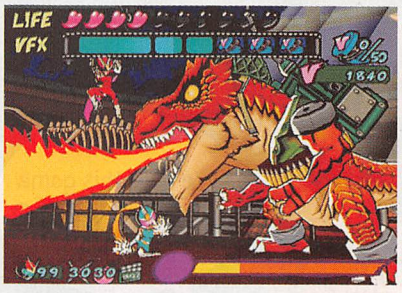
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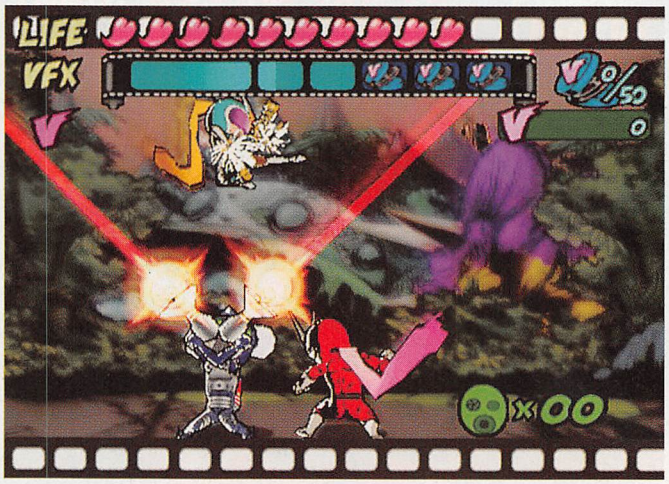
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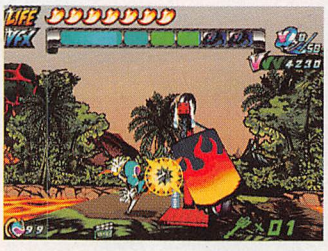
Viewtiful Joe 2

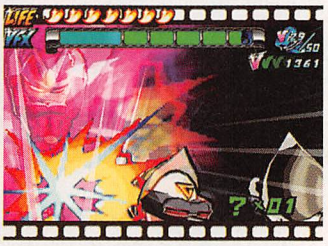
PS2 GC Viewtiful Joe turned heads with its innovative 2D gameplay and comic-book visuals. For the sequel, Capcom has pumped up the aesthetics, bosses, and enemies, and added a second playable character, Silvia. The result is more of the trademark action that you've come to expect from Capcom's sleeper hit of last year. For the uninitiated, the original Viewtiful Joe is a cel-shaded 3D-looking game that is 2D at heart. Not only is the game a great homage to the excellent side-scrolling beat-em-ups of yesteryear, but the plethora of unique and innovative character abilities also makes it distinctive. You can slow down and speed up time, among other abilities, and these powers are uniquely woven into the clever level designs and boss battles.











Viewtiful Joe 2 retains all the qualities of its predecessor and adds new powers. One unique ability of note is Replay, which lets Joe "record" a move (a punch, for instance) and then play that move back three times in succession. There's a drawback to the move, though: If you are hit during the recording phase, you'll take three times the damage. Based on the playable preview builds, Joe was as fun as ever, but Silvia was a weak character—especially with her laser gun and pom-poms. Otherwise, the level designs and bosses surpass those in the original in terms of creativity.—*Major Mike*

■ **Hands-On** ■ **Developed and published by Capcom** ■ **Target release date: November**

All screens shown here are from the PlayStation 2 version.

Blinx 2: Masters of Time & Space







Blinx 2: Masters of Time & Space extends the premise of the original game while adding a horde of much needed improvements. You play as Time Sweepers (cats like in the original Blinx) or as members of the Tom Tom Gang (thieving pigs). As a Time Sweeper, your missions are action/platform oriented as you utilize an improved Time Crystal System from the first game—no more bad combos and wasted crystals. As a Tom Tom Gang member, your missions involve sneaking around Solid Snake style and using spatial weapons, such as warp tunnels and black-hole grenades, to help complete objectives. Whether you pick a cat or a pig, you can fully customize their characteristics using a variety of aesthetic categories.

Developer Artoon has also added a host of major additions to the game engine, including a melee attack, the ability to switch to first-person view, a target lock on, and reactive time controls (think bullet time with doe-eyed kitties). The hands-on build sported vastly improved gameplay and graphics. Levels were less linear and more free roaming, peppered with power-ups and puzzles. Problems, however, did arise using the Time Sweepers ability to select specific ammo from the inventory for your vacuum weapon. If these issues can be fixed, Blinx may be able to redeem himself from his abysmal first outing.—*Rice Burner*

■ **Hands-On**
■ **Developed by Artoon**
■ **Published by Microsoft**
■ **Target release date: November**

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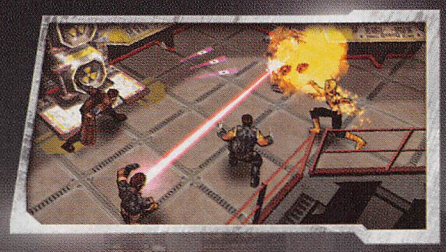
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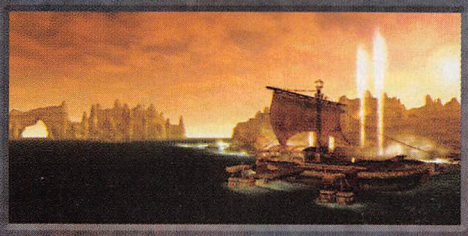
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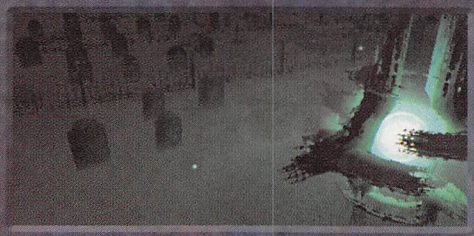
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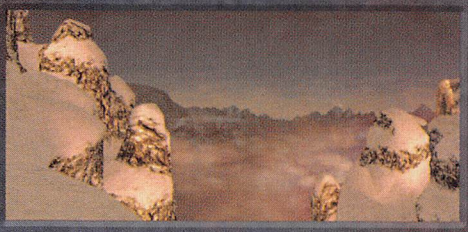


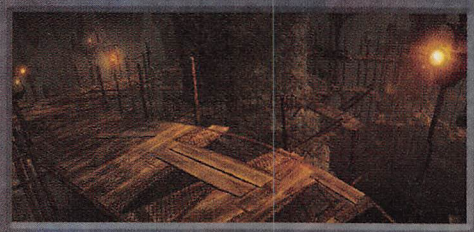




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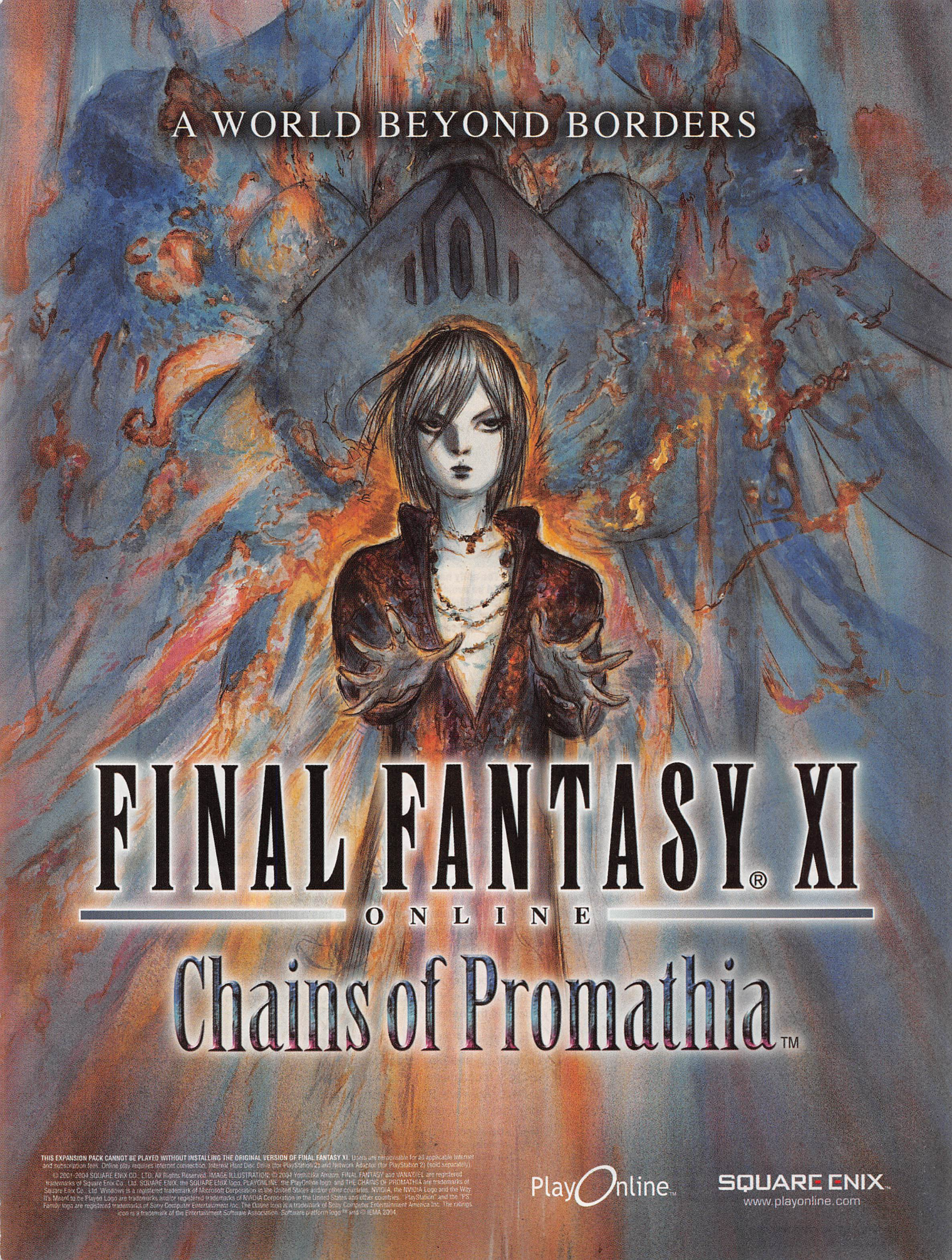
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Burnout 3: Takedown

No other game allows you to turn a peaceful, orderly intersection into a war zone the way Burnout 3 does.



Burnout 3: Takedown gives new meaning to the phrase "twisted metal."

The Burnout series was one of the unsung heroes of the racing world, always finishing a distant third when placed against such high rollers as Need for Speed and Midnight Club. But now, the series could finally get the notoriety it deserves—not just for its new publisher, EA Games, but also because Burnout 3: Takedown is a remarkable improvement over its predecessor…not to mention the best arcade racer of the year.

"Anyone Can Shoot a Gun…"

The Burnout series always thrived on aggression-themed driving. With each narrow miss during a race, you were rewarded with energy for your Boost meter that would, in turn, enable for spurts of super speed. But Takedown ups the ante with rewards given for grinding fenders, drifting around turns, running opponents off the road, and even using something called Aftertouch. If you wreck, you can slow down time and steer your car (a little) into opponents that trail behind, making them crash and earning yourself a Boost reward; chaining together multiple opponent cars gives you more Boost. The effect is like bullet time on the road.

Burnout gained notoriety for its Crash mode, where you speed into a traffic-heavy area and try to cause as much monetary damage as possible. Here, too, Takedown scores. Not only does the game feature 100 of these challenging junctions, but each one has also been peppered with strategically placed power-ups that do everything from cut your total score in half to multiple it by four. There's also the Crashbreaker factor: After causing a certain number of cars to collide, your car becomes a bomb that you can detonate at will, and you can then (kinda) steer your wreck into other autos. A Crashbreaker icon that detonates your car instantly can also be tagged, and you can chain it together with your onboard Crashbreaker for more mayhem, making Takedown even more addictive than the first two Burnouts. In addition to Race and Crash modes, the game features Elimination (the last car to reach the checkpoint is eliminated) and Road Rage (where you accumulate damage and try to run opponents off the track in a limited time) among others. And that doesn't even count the multiple online modes.



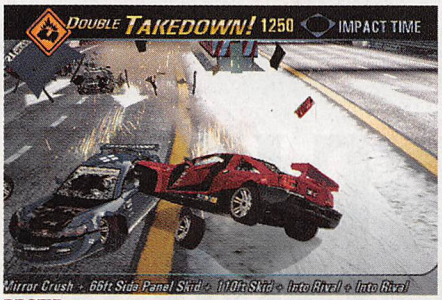
PROTIP: The aptly named Heartbreaker icon should be avoided at all costs; no matter what multipliers you've collected, touching the Heartbreaker icon automatically halves your score.



PROTIP: As the timer counts down at the start, press and hold Accelerate, and then tap Brake so the wheels smoke. When the timer reaches "1," rapidly tap the Accelerate button until the race begins for a quick boost of speed.



One of Burnout 3's biggest replay aspects is the plethora of hidden cars waiting to be unlocked.



PROTIP: If you wipe out, use Aftertouch to make multiple cars behind you crash, which racks up big points.

"…But Can You Steer a Bullet?"

To say the game is "fast" is an understatement—it absolutely blazes, so much so that blinking becomes a liability. The details don't suffer, either: Crashes are filled with shattering glass, flying tires, occasional explosions, and loose pieces of your car that blow off.



PROTIP: When going against the flow of traffic, try to drive on the shoulder but be careful of interchanges and intersections.

Of the two versions, the Xbox one has a slight edge with more polished visuals than its PlayStation 2 brother. Yet one pet peeve that crops up in both incarnations is the lack of a custom controller configuration—gameplay taxes the fingers, especially when using the Xbox's triggers. The audio track is consistent for both, but the motor-mouth radio announcer and changeable car radio seem more like an overreaching stretch to the Grand Theft Auto crowd. Thankfully, they can both be silenced in the options.

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The *Real* Need for Speed

For pick-up-and-play arcade racing, Burnout 3 will be a tough customer to beat on this year's console raceways. But don't listen to us: Take it for a test drive yourself.—*Major Mike*

ESRB T

- Developed by Criterion Studios
- Published by EA Games
- $49.99
- Available now
- Racing
- 8 players

All screens shown here are from the Xbox version.

GAMEPRO EDITORS' CHOICE

PS2	GRAPHICS	4.0	FUN FACTOR 4.5/5
	SOUND	4.0	
	CONTROL	4.0	
Xbox	GRAPHICS	4.5	FUN FACTOR 5.0/5
	SOUND	4.0	
	CONTROL	4.0	

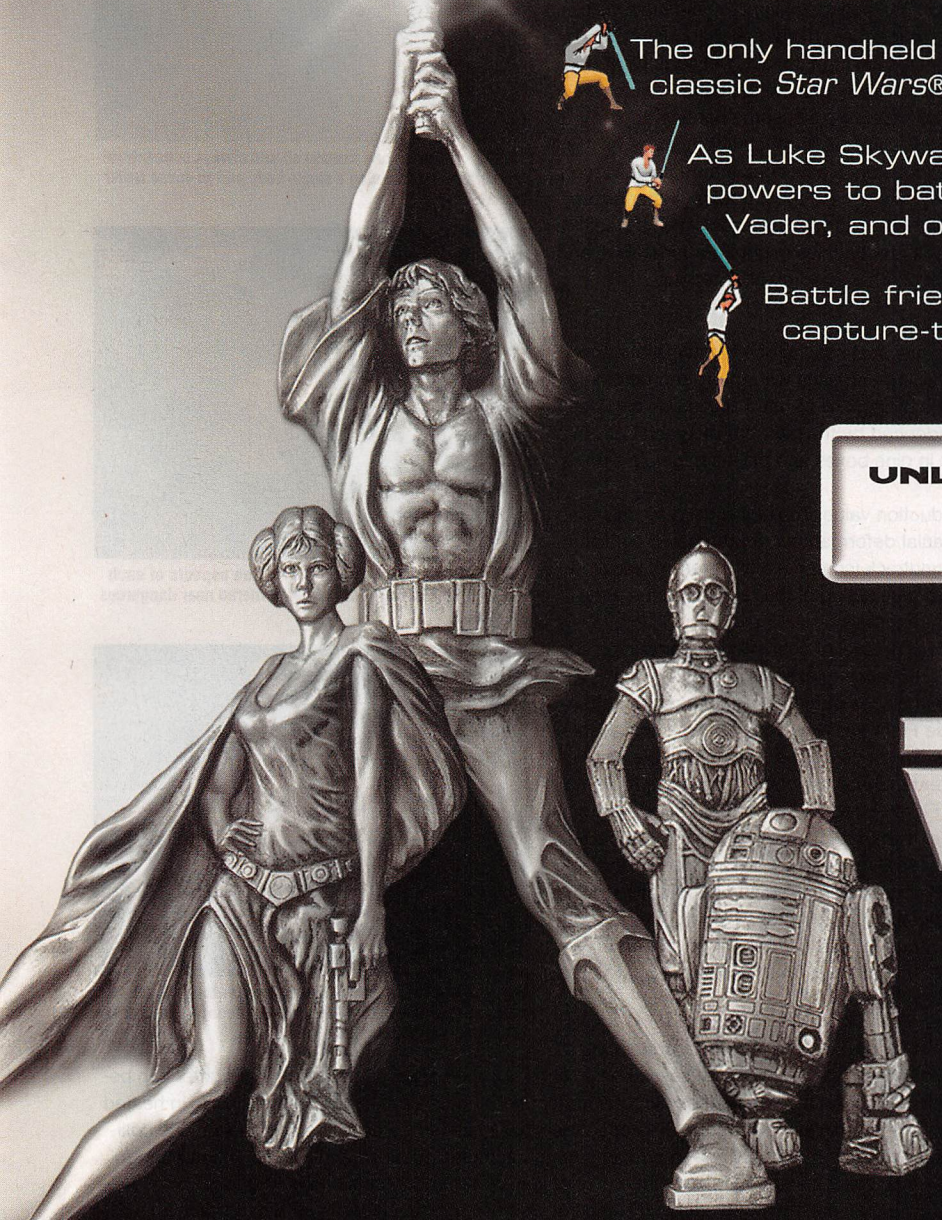
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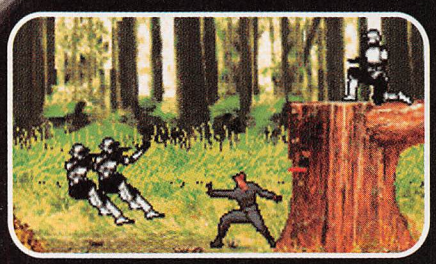
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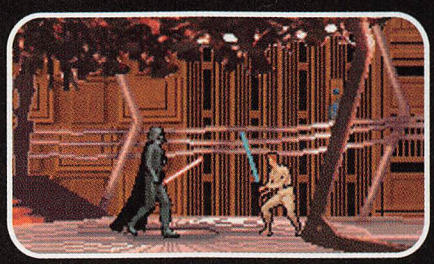
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Def Jam: Fight For New York

EA and AKI team up for a second round of rap star–wrestling fun with more blood, babes, and bling than ever before. Holla atcha, boy!

Okay, so watching dozens of pampered, platinum-selling, multimillionaire rap artists duke it out in an underground street-fighting tournament might make about as much sense as an all-boy-band FPS game, but that doesn't mean it isn't fun. In fact, Def Jam: Fight For New York is an immensely enjoyable (but occasionally flawed) game drenched with the chic splendor of the urban hip-hop lifestyle. Although it's hard to overlook the awesome fighting engine at the heart of this game, it's apparent that Fight For New York is almost as much about image as it is about substance. For better or for worse, Fight For New York stands as a concentrated glorification of the materialistic rap world's best known and basest aspects—huge egos, trophy girlfriends, an awkward balance of cowardice and violence, acerbic vulgarities, and tasteless displays of wealth. That said, gamers unable to endure these tongue-in-check proceedings might unfortunately overlook this very fun fighter and its almost unprecedented level of personal customization.



PROTIP: Submissions experts should always concentrate their efforts on disabling a single body part to cause faster tapouts.

N.W.EA.

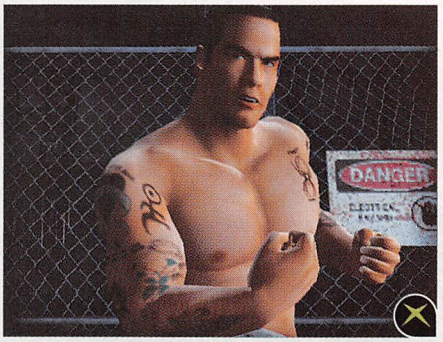
The exceptional combat system is expertly balanced between fast striking combinations and powerful grappling takedown moves. The results are entertaining and filled with often-unpredictable attack sequences that keep the battles feeling fresh and interesting. The M-rated action also provides a devilishly satisfying level of crunching violence as evidenced by the plethora of special Blazin' moves designed to send your unlucky opponents home in pine boxes and plastic bags. This one's not for the faint of heart.

Fight For New York also boasts the signature EA production value. The high-quality visuals accurately render the celebrity likenesses and real-time facial deformations of pummeled pugilists with the same degree of realism. And the outstanding soundtrack (comprised of dozens of licensed tracks) combines with the excellent and often-humorous voice acting of the rap stars to create a first-rate audio presentation.



PROTIP: Be sure to exploit the unique aspects of each level without letting yourself get cornered near dangerous objects.

Variety is one the game's biggest draws, and the incredible level of character customization borders on that of an inner-city Sims title. Dressing stylishly and flaunting extravagant jewelry improves your character's charisma level, but with hundreds of real pieces of big-name licensed merchandise to collect, it's more likely that some gamers will use Fight For New York as the first playable wish-list catalogue. The unlockable features extend well beyond the dressing room as Fight For New York presents a surfeit of extras that includes new characters and special moves, bonus song tracks, and additional competitive and cooperative multiplayer game modes (which offer a cool variety of game types for up to four players). It all adds up to excellent replay value.



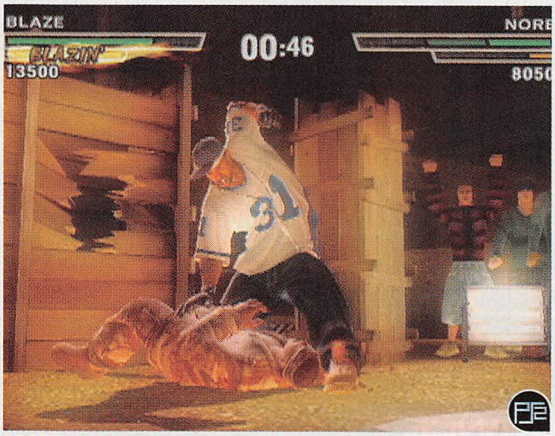
Nearly all of the celebrity characters feature ridiculous muscular enhancements—except for Henry Rollins, who is actually just that jacked.



PROTIP: Pay close attention to the weapons being offered up by crowd members—they can also be used against you.

Digital Underground

Yet for all Fight For New York does right, it still manages to fall short in several basic and important areas. Controlling your fighter can become a difficult chore as the characters often feel sluggish and almost unresponsive in heated bouts where quickly moving CPU characters always seem to have the advantage. The collision detection also suffers—the most glaring examples occur when tediously attempting to pick up weapons and when your character either continually fails to grapple or strike an enemy target standing just a few degrees to either side. The PS2 version also suffers from sluggish load times, while both the PS2 and Xbox versions have problematic camera issues in a few tight spots in crowded arenas.



PROTIP: Avoid wasting your special on an escaping foe by executing powerful Blazin' moves after knocking them down and softening them up.

EAst Side Till I Die

Self-sabotage aside, Fight For New York is still an excellent brawler with hours upon hours of gameplay in the single-player story mode, enjoyable multiplayer melees, and incredibly detailed character-customization features. A little less time spent programming various styles of Sean John sweaters in favor of shoring up the rough spots would have been nice, but such gripes are placated by the sheer enjoyment that comes from viciously grinding an opponent's face against a chain-link fence.—*Bones*

Also on the GameCube

ESRB M

- Developed by EA Canada/AKI
- Published by EA Games
- $49.99
- Available now
- Fighting
- 4 players

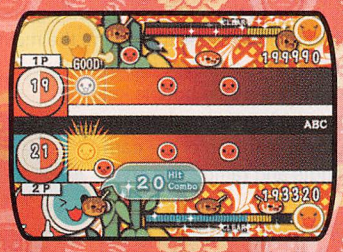
PS2	GRAPHICS	4.0	FUN FACTOR 4.0/5
	SOUND	5.0	
	CONTROL	3.5	
XBOX	GRAPHICS	4.0	FUN FACTOR 4.0/5
	SOUND	5.0	
	CONTROL	3.5	

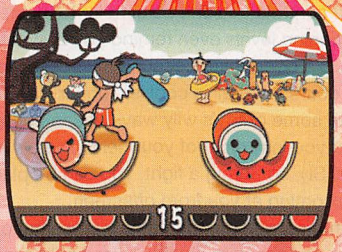
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Sly 2: Band of Thieves

If you enjoyed Sly Cooper's tongue-in-cheek thievery the first time around, then Sly 2 will feel like your favorite pair of cozy sneakers.

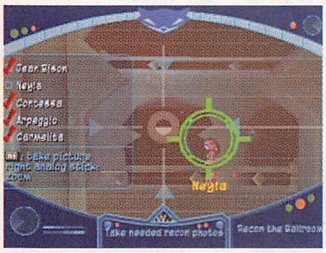
Sly 2: Band of Thieves is a lot more sly than gamers might suspect. There's no getting around the fact that its colorful, comic-book graphics, anthropomorphized animal characters, and E-rated sensibilities have immediate appeal to kids and the light hearted. But action/adventure fans who dare to the take the plunge will find themselves drawn in to a compelling world of puzzles, traps, stealth, animal acrobatics, thumb-burning boss battles, and wise-guy humor.



PROTIP: Most enemies like to counter punch. If you get in a couple of good whacks on someone like Dimitri, prepare to dodge his quick counters.

Racoonus Doodus

This is an interactive cartoon, pure and simple. It's like a half-hour worth of fun on the Cartoon Network, and you'd be tuning in every week to see what happened next. The story line continues the tale of Sly Cooper (raccoon) and his crew, Bentley (turtle) and Murray (hippo), who are once again vexed by the evil robo-owl, Clockwerks, from the first game. This time, the villainous Klaww Gang has stolen the disassembled monster's parts to use them in various illegal get-rich schemes, but Sly, you, and the rest of the gaming world know what's going to happen next.



PROTIP: The Binocucom is a revealing multipurpose communications device. When in doubt about where to go or what to do, press R3 to switch it on.

The game's terrain covers five worlds and eight levels, making the sequel twice as large as the first Sly Cooper tale. The five Klaww Gang bosses command their own criminal kingdoms and families in this latest adventure.



PROTIP: Use Murray's toss to knock out beasts and guards from a distance. Be sure to punch 'em out before they revive, though.



PROTIP: When you use the ice picks, be aware of what's up ahead of you. Enemies won't react to you unless you're on the same level as they are.

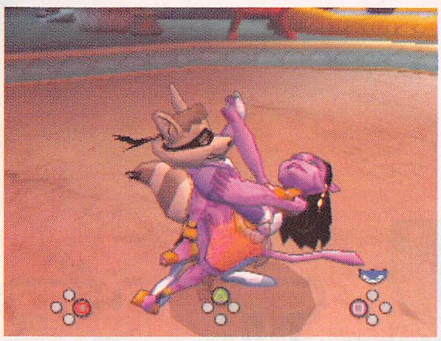
Thieves Like Us

The gameplay closely follows the action/platform/stealth style of the first Sly. But this game offers up a burglar's bag full of additional challenges and tasks without detracting from the entertaining progression of the main story. In particular, on each level, you now play sections as Sly, Bentley, and Murray, who each have their own set of skills to use to complete key parts of every caper. Bentley, for instance, is a sort of demolitions/computer-hacking expert while Murray is a latter-day Hercules. Additionally, you can find hidden treasures to steal and *mucho* pockets to pick along the way. Then, you turn in your ill-gotten gain to earn special moves and other skills of thievery.

The controls couldn't be simpler to master, and this is one of the most user-friendly games ever. The opening levels even remind you of what buttons you need to press to perform the moves, which is a good thing because Sly possesses an impressive repertoire of tricks.

Of course, not all is cool is Cooperville. The game cam has a little trouble keeping up with some of Sly's wily ways. It can occasionally get stuck in the environment so that you lose sight of your hero. There's also no quick way to center the cam behind Sly, so during a fight, you can be plagued by shots and rampaging enemies coming at you from offscreen.

Game cam aside, the game's presentation overall is sweet. This is one fine-looking cartoon with nicely stylized stills that, along with the catchy tunes, move the story along in an impressive fashion. The dialogue is imaginative and snappy, too. It shows creativity and attention to entertaining its audience that most games of the type overlook.



PROTIP: Don't take the dance-step challenge lightly—concentrate.

Bring on the Band

Sly 2 has the charm to steal its way into all the most battle-chapped PS2-gamer's heart. All you have to do is give it a chance.—*Brother Buzz*

E ■ Developed by Sucker Punch Studios ■ Published by Sony
■ $39.99 ■ Available now ■ Action/adventure ■ 1 player







Sly 2: Band of Thieves showcases eye-catching cartoon stills to relate the mischievous adventures of Sly, Bentley, and Murray.

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GAMEPRO EDITORS' CHOICE

PS2	GRAPHICS	4.5	FUN FACTOR 4.5/5
	SOUND	5.0	
	CONTROL	4.0	

Star Wars Battlefront

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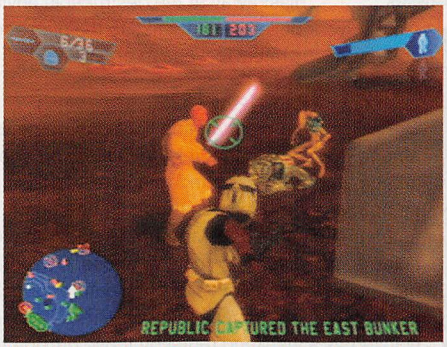
Specifically geared toward multiplayer online play and spanning all six Star Wars films, Battlefront takes Battlefield 1942, slaps a Star Wars skin on it, and hurls you into team-based skirmishes where you are free to play on any side (Republic, Separatist, Rebel, or Empire) and pilot any vehicle from X-Wings and Spider Walkers to TIE Bombers and AT-ATs. And though heinous sitting-duck A.I. keeps the single-player experience a bit wan, waging galactic civil war over the Internet with real people destroys despite slight technical flaws and cumbersome aerial-vehicle controls.



Shooting an enemy in the back may be unbefitting of a Jedi, but it's not for an Imperial Stormtrooper. So stick it to 'em.

What's Better Than Sniping an Ewok?

Each planet features two maps, which in turn have a number of command posts where troops spawn and reinforcements are built. The game revolves around picking off enemy soldiers, capturing command posts, and, eventually, reducing enemy reinforcements to zero. Much of the time, you'll feel like you're in the midst of a full-on planetary ground war: Laser beams whiz by all over the place, explosions rock the terrain around you, ships scream and slice the air, and the variety of troop and vehicle types offers you and your teammates a bevy of ways to approach—or simply cope with—the punishing chaos around you.



PROTIP: In the Galactic Conquest mode, controlling planets yield bonuses, such as an extra garrison of troops, the ability to sabotage enemy vehicles, and the ability to call upon Jedi heroes or villains, that help in battle.

You can choose your character class before each respawn, so you can tailor your unit type depending on battle conditions. If an AT-ST is massacring your team members, you can respawn as an antivehicle unit, or if other comrades are caught in a firefight, you can choose a sniper and pick off enemies from afar. Adapting to battle conditions by choosing which class to play at certain times in specific areas is key, and with voice support, coordinating what type of units are needed and who will guard command posts with teammates gives the multiplayer mode a deep strategic edge that the single-player mode lacks.

Despite an odd sense of blurring here and there, the visuals are, for the most part, a treat with great character models and animations, killer explosion effects, and tons of awesome Star Wars touches peppered throughout the game. On Tatooine, you see Imperial Star Destroyers silhouetted against twin suns; on Endor, Ewoks smash AT-STs with logs; and there's really something cool about running behind Darth Vader as he slices everyone in his path while storming Echo Base on Hoth.

Sniping a Gungan!

However, there are also niggling technical flaws. Death animations are stiff, and some characters get stuck in thin air while others inexplicably vanish. Throw in some whacked hit detection and questionable physics, and you're dealing with something that's not really a mess but that definitely would've benefited from some more tweaking time. Well-balanced infantry controls enable you to toggle between a first- and third-person point of view, while a slight (optional) auto aim helps compensate for the lack of keyboard/mouse precision. However, many of the air-based vehicles control so counterintuitively that you often get shot down before figuring out how to properly pilot them, and many times, you won't even want to bother using them at all.

If you're a Star Wars fan, Star Wars Battlefront is a must have as long as you have access to online play. Otherwise, you may want to rent it before committing to the limited single-player mode.—*Iron Monkey*



PROTIP: Enemy vehicles are yours to hijack, but be careful—they can hijack yours as well.

Also on the Xbox

ESRB T

- Developed by Pandemic Studios
- Published by LucasArts
- $49.99
- Available now
- Shooting
- 16 players

GRAPHICS	3.5	FUN FACTOR
SOUND	4.0	4.0/5
CONTROL	4.0	

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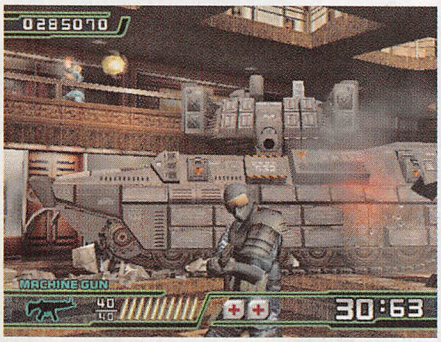
PROTIP: Remember to use your shield to deflect enemy attacks while waiting to strike back as soon as the red danger circles disappear.

Time Crisis: Crisis Zone

As far as wacky peripheral-based games go, old staples like light-gun shooters are quickly dying out in the face of the growing fad of sweaty dance-pad games, but the innovative Time Crisis series still lives on. As the latest installment in the shooter series, Crisis Zone builds upon the arcade successes of its Time Crisis predecessors as a high point in the series, but (as the lesson goes) popular arcade quarter munchers don't always translate perfectly onto home consoles.

If It Moves, Shoot It

In keeping with arcade-story standards, Crisis Zone throws you headlong into a half-baked plot to reclaim a newly built commercial plaza on the outskirts of London from an elite terrorist army bent on world domination. The action in Crisis Zone, however, is consistently fast and enjoyable with each stage having a distinct appearance that offers unique scenarios for the attacking hordes of enemy soldiers and keeps the battles feeling fresh and exciting on the *initial* play through. Visually, Crisis Zone is well above average for its genre—a feature you come to appreciate as you happily blast away at the destructible environments just to see how accurately the backdrops react to your bullets. And thanks to the high accuracy of the GunCon 2 controller, the challenging confrontations rarely feel cheap or unfair.



Nearly everything in Crisis Zone can be destroyed, giving the action a satisfying feeling of destruction!

Short-Term Crisis

Crisis Zone is a great arcade light-gun game, but it does suffer from a few notable flaws—chief among these being that it is, in fact, an arcade light-gun game. While it's always great to see an arcade title faithfully ported to a home console, Crisis Zone is nearly too arcadey for its own good as both story mode scenarios can be completed in well under an hour on the normal difficulty setting. The game does attempt to boost the replay value by offering a number of minor unlockables and additions like new weapons, a handful of Crisis mode mini-games, score rankings, and dual gun–wielding action (a cool feature for gamers with two GunCon 2s). But without any multiplayer modes or longer scenarios, Crisis Zone is still an undeniably short (but fun) game that's best enjoyed as a weekend rental by those outside the diehard Time Crisis fan base.—*Bones*

ESRB T
- Developed and published by Namco
- $49.99; $69.99 with GunCon 2
- Available October
- Shooting
- 1 player

GRAPHICS	4.0	FUN FACTOR
SOUND	4.0	3.5
CONTROL	4.5	

Terminator 3: The Redemption

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PROTIP: Beware of any vehicles with surging electricity around them—they're under the control of the T-X and must be destroyed.

What an apt title: After the dreadful Terminator 3: Rise of the Machines, Redemption salvages some of the franchise's dignity with occasional arresting action sequences. But the enjoyment is only in fits—Redemption is prisoner to events from the movie and repetitive play mechanics.

"Terminate This"

You play as the Terminator, a near-indestructible robot with a simple mission: protect two people who eventually become the saviors of the human race from a more advanced Terminator, the T-X. The T-X is the primary nemesis in the game and is usually hot on your heels—whether it's in a helicopter or behind the wheel of a gigantic mobile crane.

The combat engine is arresting as your Terminator is given some cool hand-to-hand fighting moves, techniques, and combos, but much of the game follows a simple two-note track and lacks diversity. Activities include running and shooting, driving and shooting, walking and shooting, and driving to a certain point within a limited period of time.



PROTIP: In Chapter 2.5: Narrow Escape (Hills), press Action/Attack when the T-X jumps on your car, then do a powerslide to take her off her feet. Then, use the guardrails to peel her off your car.

The scenes from the movie are covered in interactive form, but though they looked engaging on the silver screen, some of their playable incarnations aren't as enjoyable. The game is at its best when it veers from the celluloid plot and into original levels—stuff that has the Terminator fighting his fellow machines in the future. Plus, some of the levels are ridiculously difficult and require constant replays and much trial and error.

"Talk to the Hand"

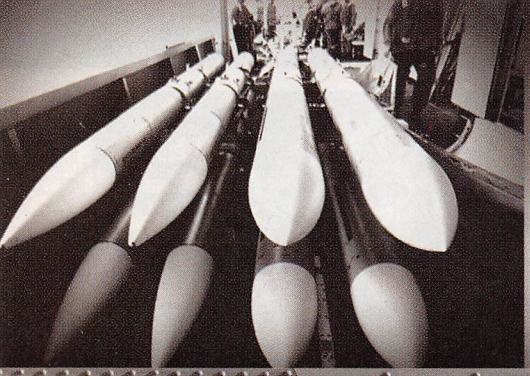
It's a shame the gameplay doesn't match the visuals, which are razor sharp and loaded with shiny surfaces—such as Terminators—and lively explosions. The audio takes a lower rung with monotonous music, and although Arnold Schwarzenegger's actual voice and likeness were used, his one-liners couldn't sound more uninspired (you can fire them off at will with the touch of a button).

The Terminator is one of those franchises that's never been done justice in interactive form, and although Redemption has its moments, it merits a cautionary rental. Redemption gives some luster back to the Terminator name but not much.—*Major Mike*

Also on the PlayStation 2 and GameCube

ESRB T
- Developed by Paradigm Entertainment
- Published by Atari
- $39.99
- Available now
- Action/adventure
- 2 players

GRAPHICS	4.0	FUN FACTOR
SOUND	4.0	3.0
CONTROL	3.5	





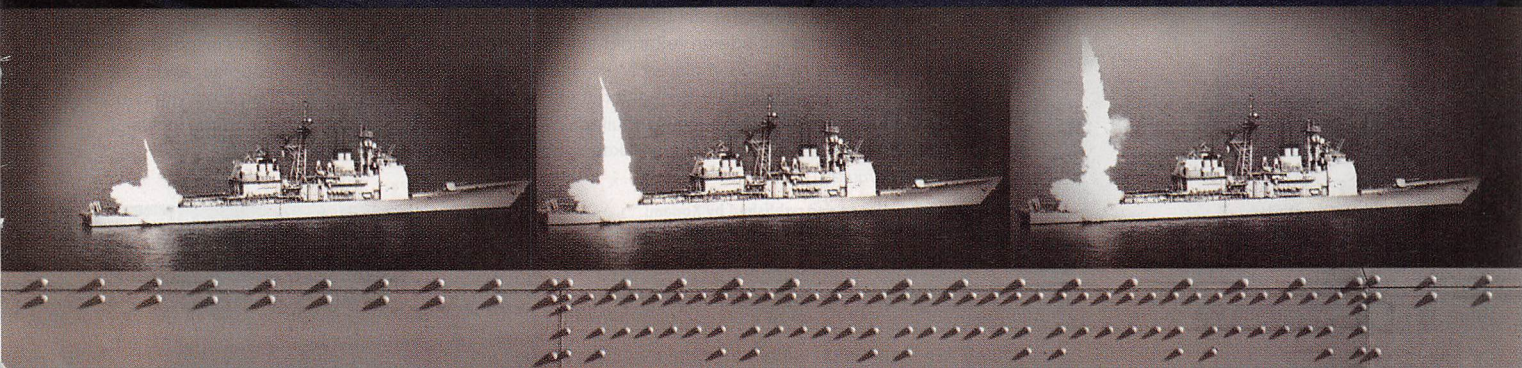


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Gradius V



Most games strive for an immersive world and extensive plot, but not every game needs to provide an overall entertainment experience. Some titles are simply there to give the player a visceral adrenaline rush and push their hand-eye coordination to the absolute limit—Gradius V is most definitely in the latter category.

Old Skool

Developed in conjunction with Treasure (responsible for Radiant Silvergun and Ikaruga), Gradius V takes the classic series and updates it brilliantly. All of the expected elements are here, including customizable weapon upgrades and multipart enemies, but the real draw is the spot-on control. Each level is packed with obstacles, requiring you to navigate a symphony of destruction with utmost elegance if you hope to survive.

Individual enemies can be taken down with a single shot, however the boss battles are a bit more involved. On the harder levels, a single boss can take upward of 20 minutes to defeat as you slowly take it down piece by piece. If things are too difficult, you can always recruit a second player, though you will share continues as well as option upgrades with them.

PROTIP: When fighting a boss, target the blue power cores. Once you take them out, the boss goes down.

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PROTIP: Bringing in a second player can be a big help on the more difficult levels.

Treasure Scroll

Visually, Gradius V is highly polished with numerous special effects used to good measure. The game maintains its 2D look with a side view, but all of the objects appear to be fully rendered in 3D, giving a real sense of heft to the larger creations. Multilayered backgrounds are constantly scrolling by with enemies moving to the foreground in order to attack.

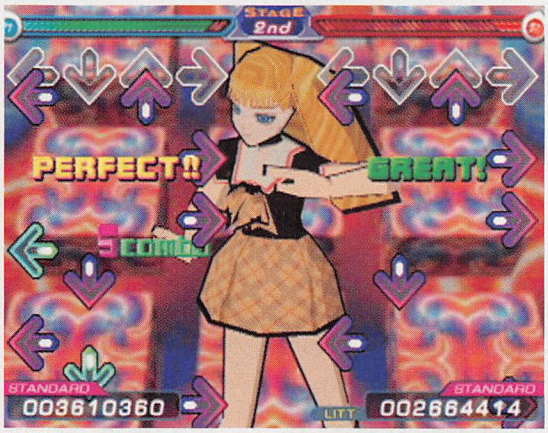
Incredibly difficult and insanely enjoyable, Gradius V is one of those magical games that you can pick up and play instantly, but spend weeks mastering. An easy mode keeps things accessible for the average player, but Gradius V is truly a game for the hardcore. Ikaruga fans, rejoice—your new obsession is here.—*Syriel*

ESRB T ■ Developed and published by Konami ■ $29.99 ■ Available now ■ Shooting ■ 2 players

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.5	FUN FACTOR	5.0
SOUND	4.0		
CONTROL	5.0		

Dance Dance Revolution Extreme



PROTIP: Pushing your opponent off their dance mat is unfair—but it will help you win.

The Revolution rolls into its third PS2 title, and it's still gathering steam. Dance Dance Revolution Extreme works equally well as an introduction to the dance craze or as an upgrade for old-school beat junkies.

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PLUR Not Included

Konami is doing its darnedest to keep DDR from becoming a stagnant franchise. Mission mode presents a challenging sequence of songs to master, while an Edit mode lets players create their own moves for any of the included songs. Though most of the songs are poppy club music, Extreme features a surprising amount of variety, and the tunes serve their purpose perfectly.

For the truly extreme, dancing across two pads offers the ultimate challenge for your skills. Workout mode is still part of the package, providing a candy-colored alternative to the gym. You can even monitor how many calories you've burned while watching trippy graphics and video clips. The die-hard DDR crowd will cheer the return of Oni mode, which has been absent of late. Whether you're practicing in Lesson mode or rolling through all 100 minutes of music in Endless mode, Dance Dance Revolution Extreme is a fantastic way to get your blood circulating.



PROTIP: You can catch coconuts on your melon as well as with your hands.

Dance Like No One's Watching...

DDR veterans will have no trouble at all getting into the new EyeToy features—though it does mean another peripheral to invest in. Hands & Feet mode uses the EyeToy to add hand movements to the mix, finally breaking down the last barrier between you and the groove.

Other mini-games include an Arkanoid-like ball breaker and Crazy Coconuts, an inspired creation in which you must run in place on the dance pad to shake coconuts, pineapples, and tuna cans loose from your palm tree, then catch them as they fall to rack up points. Warning: With two players, an extremely large screen is required! With stylish graphics, more songs, and the inclusion of the EyeToy games, DDR Extreme will keep your party jumpin' till the break of dawn.
—*Super8 Samurai*

ESRB E ■ Developed and published by Konami ■ $39.99 ■ Available now ■ Music ■ 2 players

GRAPHICS	4.0	FUN FACTOR	4.0
SOUND	4.5		
CONTROL	4.5		

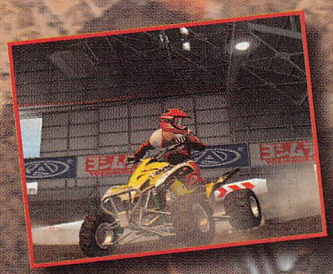
BLAZE YOUR OWN TRAIL!

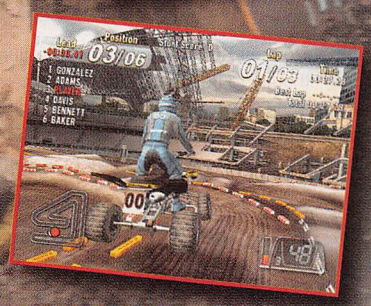
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Armored Core: Nexus

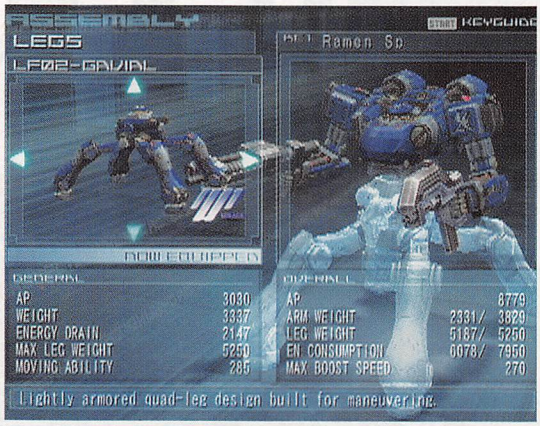


PROTIP: When in combat, always keep your target reticule on your foe.

Armored Core: Nexus is a two-disc set containing the sequel to Armored Core 3 (Evolution) and a bonus disc (Revolution) that consists of remade missions and unlockable bonus media from the previous AC titles. The set features over 150 missions, more than 40 Arena opponents, and over 400 customizable Core parts. And while there are lots of welcome upgrades, Armored Core: Nexus is still plagued by some old problems.

New Type, Shmoo Type

Due to the numerous criticisms of the AC franchise's unforgiving gameplay, From Software has enhanced Nexus' game engine to be more user friendly. Nexus is the first AC game to sport an analog control configuration—something gamers have called for since the AC series first appeared on the PlayStation 2 four years ago. Nexus' Garage has also been fine-tuned to be more lenient on specification restrictions when customizing your Core. Players will find customization easier than before—but you'll still have to bust out the pen, paper, and calculator to get everything to work right. The greatest new feature is the inclusion of head-to-head multiplayer via LAN, adding to the existing split-screen and i.Link multiplayer modes.



Who said you don't need to use higher math in real life?

It's Gundam Wing Without the Backstreet Boys!

While the improvements to the basic game engine are welcome, many other problems have carried over from previous AC titles. Considering the amount of Core specialization available, it is unfortunate that players are left clueless as to the specific terrain, enemies, and goals of most missions. Players will find themselves in impossible situations because they didn't switch out their boosters, install a head component with auto mapping functions, or bring along weapons with large payloads. The mission briefings just aren't informative enough for the amount of customization and specialization players are presented with. Another unfortunate upgrade omission is the in-game targeting and hit detection. Players will find themselves firing through enemies, unable to lock on to enemies that are massed together, or being hit by enemy fire through unopened doors.

Nexus is a welcome addition to the Armored Core franchise, but for all the upgrades and tweaks that From Software has instituted for this latest version, it's seems too little, too late, and too bad.—*Rice Burner*

ESRB T ■ Developed by From Software ■ Published by Agetec ■ $49.99 ■ Available now ■ Action ■ 4 players

GRAPHICS	3.5	FUN FACTOR
SOUND	4.0	3.5/5
CONTROL	3.5	

Donkey Konga

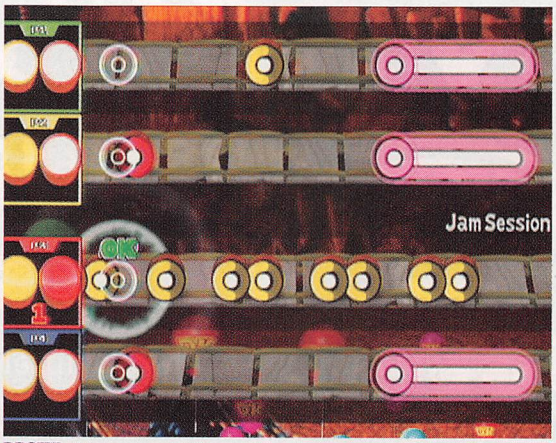
Donkey Konga brings a whole different style of gameplay to the GameCube thanks to its bongo-drum peripheral. The suggested retail price for the peripheral is $34.99, which is rather steep for something as simple as two drums and a built-in microphone that detects claps and snaps. Donkey Konga is the first game to utilize the bongo drums, and using them is pretty much as simple as you'd expect.



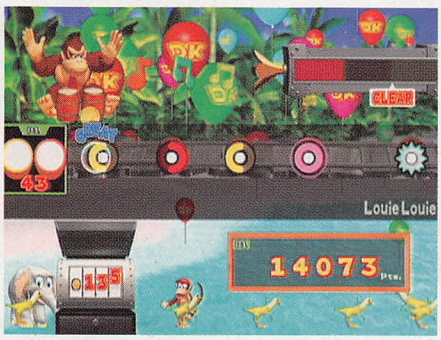
The Konga "kontroller" is almost good enough to replace the real drums.

Apes for Drums

As you'd probably guess, banging and clapping is really all there is to it. The goal is to rake in as many coins as possible by filling up a certain portion of the completion meter for each song. Unless you're rhythmically challenged, it shouldn't be a tough gig once you get the hang of it as there is usually a pattern to each song. The music selection is fair and diverse, and although cover bands perform a majority of the songs, they're still quite good. You can alter these songs with alternative drum sets, replacing the regular bongo thuds with 8-bit Nintendo bleeps and other sound effects. These and other features within the game can be purchased in the shop with the coins accrued in every round. For extra fun, you can fill up the controller slots with more bongo drums so you and three friends can jam just for kicks or go head to head in a battle of the bongos.



PROTIP: There are no visible penalties for banging both the right and left drums simultaneously every time—keep this in mind when you're having trouble remembering which color pertains to which drum.



PROTIP: Learn the patterns to every song to strengthen your focus on timing your hits.

Make 'Em Clap to This!

It's certainly true that there are no official "endings" to these types of games, but once you've mastered all the songs and unlocked all the hidden features, there isn't much more to do. And as it requires purchasing more than one drum set to take full advantage of Donkey Konga, it just might be more of an expensive way than a pleasant way to spend your hard-earned cash.—*Test Monkey*

ESRB E ■ Developed by Namco ■ Published by Nintendo ■ $49.99 ■ Available now ■ Music/rhythm ■ 4 players

GRAPHICS	3.0	FUN FACTOR
SOUND	3.0	3.0/5
CONTROL	3.0	

ROBOTECH INVASION

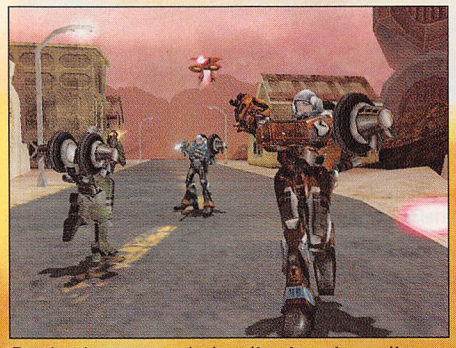
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Otogi 2: Myth of Demons



PROTIP: Try to keep the first giant skeleton in front of the gate so his partner can't come out—that way, you'll have to fight only one at a time.

After playing Otogi, we questioned our sanity. We considered it a poor-man's Shinobi with a bunch of *Crouching Tiger* cloud-hopping stuff thrown in; most other gaming pubs heralded it as the best thing since edible underwear. It seemed that people couldn't get past the "Gee, look how pretty it is" wonder and skin-deep action to realize that behind the visual glitz and fast pacing lied anemic gameplay and repetition. Maybe we missed something? Well, playing Otogi 2 not only reconfirmed our opinion of the original, but it also disappointed us as it's nearly just as constrained.

Progressive Regression

Don't get us wrong—Otogi 2 isn't a terrible game, but it's not a great one either. It does little to expand or improve on the original's hack-n-slash trappings; instead, it's recast from the same mold with a bigger effects budget. This time, besides Raikoh, you also get to play a fleet-footed princess, a spear-spinning werewolf, an octopus with a deadly yo-yo, and a fat guy with an axe. Each character controls differently—some are quick and limber, others slow and powerful—and replay value comes from retrying missions with characters who may be better suited than others. Sure, you get fully destructible environments, more choice over missions, more weapons, magic spells, and ability upgrades, but none of it manages to elevate the game beyond its endless cycle of hack-n-slash simplicity, strung together by apathetic cut-scenes.



Axe-slinging powerhouse Kintoki is one of the new characters you'll be able to play as.

Kissing Demons

As even the most glowing reviews of the original still panned the horrible camera work, you'd think developer FromSoftware would've fixed it, but it's just as confusing. What's so great about stringing together endless mid-air combos when you can't see what you're hitting? Okay, enough complaining—time to look on the bright side. The luscious art direction and spellbinding graphics, which make you feel like you're traipsing inside someone else's dream, provide perfect eye candy while you zone out to the new Jesu album. Plus, the game's opening scene, in which a bunch of mythical geeks off themselves in front of a magical tree in a glorious display of arterial eruptions, simply wins.—*Bionic Bigfoot*

ESRB T ■ Developed by FromSoftware ■ Published by Sega ■ $39.99 ■ Available October ■ Action ■ 1 player

GRAPHICS	4.5	FUN FACTOR
SOUND	4.0	3.0/5
CONTROL	3.0	

Colin McRae Rally 2005



PROTIP: Always brake before you make a turn. Brake in the straightaway, then while in the middle of your turn, accelerate to stop sliding.

Despite his turbulent ride over the years in real life, Colin McRae has consistently delivered a solid racing experience on the virtual racetrack. This year is no exception, and although much of the game can feel like past McRae's, the new Career mode keeps The Flying Scotsman fresh for this latest race.

All-Wheel Drive

McRae is like the Schumacher of Formula 1 but for rally racing. Okay, for you Americans—he's like the Gordon of NASCAR. He's perhaps the most well-respected rally driver to date with lots of championship wins and world records under his belt. And in rally racing, that's an incredible feat. The sport is about two things: off-road endurance and mad-crazy driving skills. Although the tracks on which you drive are fictional in the game, the courses mirror what Colin and his peers endure at every competition. In any weather condition—rain, snow, sleet—you must steer a tricked-out car through a wide variety of environments on narrow, slippery roads.

This is where mastering drifting to get around sharp turns comes in handy. Each of the autos available to you can be tweaked and fitted with special parts to better your handling around corners, but if you don't know how to properly drift, you'll quickly land out of bounds. The tight, intuitive controls, thankfully, help you carve the curves with smooth precision in this year's Rally.



PROTIP: If there's a turn right after a jump, don't get air—you'll only lose control. Instead, leave your wheels touching the ground and drive swiftly over the hump.

A Driving Career

The most noticeable change in the 2005 edition of Colin McRae Rally is its Career mode. Now, you can pick and choose where to advance in your lifelong rally goal instead of steering on one path. Plus, you can also choose to drive as Colin McRae in his own separate challenges.

Rally racing is certainly a niche sport, especially stateside. But if you enjoy the solo off-road jaunts in the wilderness, this year's Colin McRae Rally, as in every year, captures the entire experience with mud-slinging fun.—*Four-Eyed Dragon*

ESRB E ■ Developed and published by Codemasters ■ $29.99 ■ Available now ■ Rally racing ■ 8 players

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.0	FUN FACTOR
SOUND	4.0	4.5/5
CONTROL	4.5	

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PlayStation 2

FUNimation Productions, Ltd.

TEEN T Violence
CONTENT RATED BY ESRB

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WWE Day of Reckoning

With every new release in its WWE-licensed series, THQ takes wrasslin' to new heights, and its latest GameCube entry, Day of Reckoning, is no different. The "heights" can be figurative. For example, the character graphics and animations are vastly improved over those in previous installments—grapples, throws, and blows between fighters look like they make direct contact, where as in earlier games, the wrestlers were overlapping or not coming close to each other. The camera perspective also changes dramatically to highlight key sections of a match.



PROTIP: When you have cash early on in Story mode, it's better to concentrate on purchasing new moves over bling-bling costume accessory.

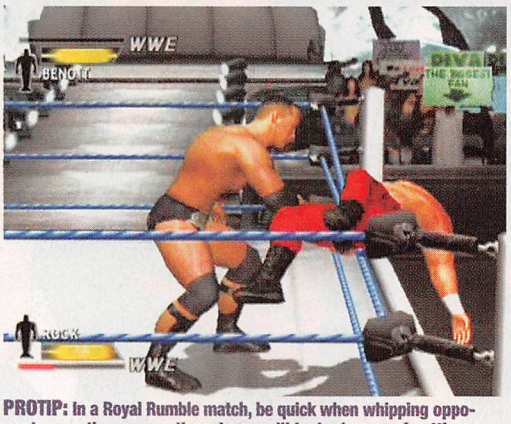


PROTIP: If you're a WWE superstar and none of your pals want to play against you, offer to go against them two-on-one in a Handicap match.

I See London, I See France...

Day of Reckoning also peaks in the variety of fight types you're offered: from a Royal Rumble with up to 30 grapplers; to a deep Story mode that enables you to build up your own superstar from lame to fame; to a TLC (as in "table, ladder, and chair") match heavy on use of objects as weapons. A new fighting mode, the decadent Bra & Panties match, pits the lady combatants in a scantily clad showdown that brings new meaning to the term "WWE Raw."

There are also opportunities to take the wrestlers—with a 40-character roster that includes The Rock, Triple H, Roddy Piper, Stacy Keibler, and Molly Holly—to literal heights. The winner of the Ladder match is determined by whoever can grab the title belt hanging above the ring, though the 10-foot climb won't be easy if the other fighter has any say; and the Steel Cage match is taken by the first competitor who can escape from the enclosure.



PROTIP: In a Royal Rumble match, be quick when whipping opponents over the ropes; otherwise, you'll be in danger of getting crowded out of the ring yourself.

Grapple of My Eye

The game's controls are comfortable, but newbies shouldn't be deterred: Reckoning features an extensive tutorial mode that runs through the moves, from the most basic to complex holds and attacks. The biggest negative is the necessity to pump the A button repeatedly to get out of bad situations—a frequent occurrence that can quickly wear you down. WWE Day of Reckoning is a treat that will open your eyes faster than a Figure-Four Leg Lock.—*Manny LaMancha*

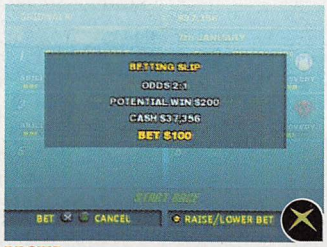
T ■Developed by Yuke's ■Published by THQ
■$39.99 ■Available now ■Wrestling ■4 players

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.5	FUN FACTOR 4.5/5
SOUND	4.5	
CONTROL	4.5	

Juiced

While car-game enthusiasts might lament Acclaim's loss of Burnout to EA Games, they can rejoice that there's something ready to take its place. When you get behind the wheel in Juiced, you get a contest packed with extensive challenge and gameplay durability. For instance, Juiced's cars are highly customizable, from paint color and decals to spoilers and bumpers to performance modifications—Acclaim states that there are 7.5 trillion variations you can create.



PROTIP: Running your car through the Dynamometer gives you a full report on the car's performance, which will help your race planning.

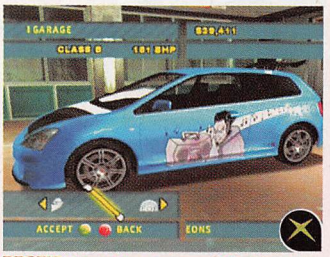


PROTIP: The Sprint requires clean gear shifting but also benefits from nitrous boosts—just don't use it all up too early, or you'll risk getting beat at the line.

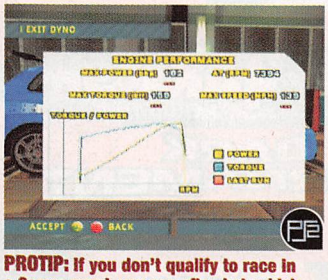
Pulp Friction

As for the racing, various contests are offered on the streets of a gigantic city, including multilap battles, point-to-point dashes, and drag race–like sprints. There's plenty of opportunity to perfect your power-slides and flat-out rocketing (aided by occasional bursts from the nitrous oxide booster) while you attempt to earn money to modify your car for better performance. If you tire of the computer-controlled competition, you can go online for battles against up to five other drivers.

Both the Career and Arcade modes are deep with a long line of events that you can participate in. Career also features a unique concept: As you add vehicles to your collection, you can also solicit A.I. drivers to race for your team.



PROTIP: Don't pimp out your ride too early: Driving skill will help you win more, which will give you coin to improve your wheels for later racing.



PROTIP: If you don't qualify to race in a Career event, you can often bet, which may earn you the bucks you need to build up your car.

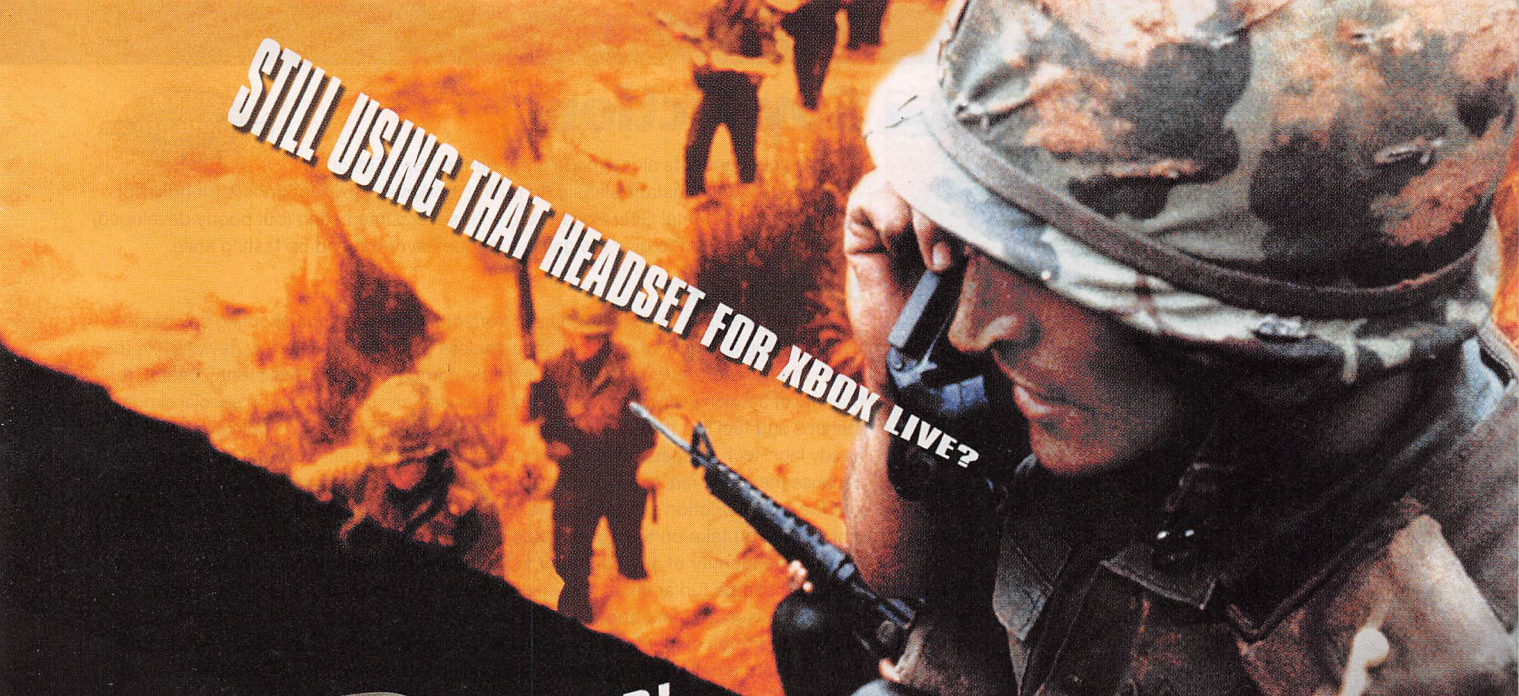
Spin Doctor

One of the most entertaining variants is the Showoff mode. You're on the same streets, but in place of a race, you need to turn donuts, J-Turns, and other slick tricks in a freestyle performance that draws cheers or jeers from the crowd.

The PS2's graphics aren't as crisp and vibrant as the Xbox version's, though the PS2 one still features cool eye candy. The Xbox's controls, on the other hand, seem to be firmer, more realistic, and have a more comfortable button layout; the PS2 take comes off a tad more arcadelike. Both versions provide hours of energetic car competition that aren't likely to quickly lose their appeal or cause you to, well, burn out.—*Manny LaMancha*

T ■Developed by Juice Games ■Published by Acclaim
■$49.99 ■Available now ■Racing ■6 players

PS2		
GRAPHICS	3.5	FUN FACTOR 4.0/5
SOUND	4.5	
CONTROL	4.0	
XBOX		
GRAPHICS	4.0	FUN FACTOR 4.0/5
SOUND	4.5	
CONTROL	4.5	



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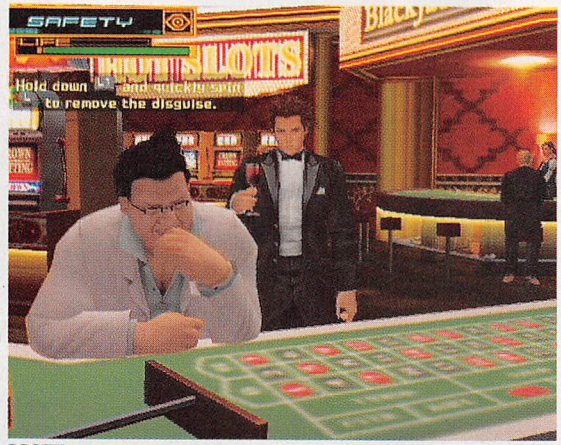
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PROTIP: When in disguise, be very, *very* careful not to act suspiciously since simply bumping into other characters can give you away!

Spy Fiction

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If cool concepts alone made great games, Spy Fiction would be an instant classic. In reality, however, Spy Fiction is a friendly but flawed rehash of Metal Gear Solid fused with several interesting (but poorly developed) concepts that intend to give the game a unique flavor but end up tasting stale.

Spy Friction

Spy Fiction attempts to distinguish itself from other sneaking and shooting spy games by employing a variety of cool but often useless gadgets. While a few devices like the 3DA camera and the *Predator*-style invisible camouflage are consistently useful, the majority of the nonweapon items are lame fillers that can be used only in special circumstances and feel like the unused crap in Batman's utility belt. The implementation of handy high-tech gadgets does offer a new (albeit shallow) dimension of gameplay, but because there's no real need for them, it's likely you won't even remember they're there.

One of Spy Fiction's most unique features is the aforementioned 3DA camera, which lets you take on the appearance of whomever you photograph. Although assuming the identity of any character in the game and passing by guards unnoticed sounds promising and can be fun at times, the enemy A.I. is so hard to gauge that it's sometimes best to forego the disguises and find another route altogether. Time after time, our flawless disguises would survive thorough inspections by armed enemy guards only to be "discovered" after accidentally bumping into a hall-mopping janitor (seriously). Interesting idea? Certainly. Flawed execution? You bet.



PROTIP: Rappelling into the laser beams can be maddeningly frustrating, but after a few dozen tries you can time their patterns correctly.

Been There, Done That

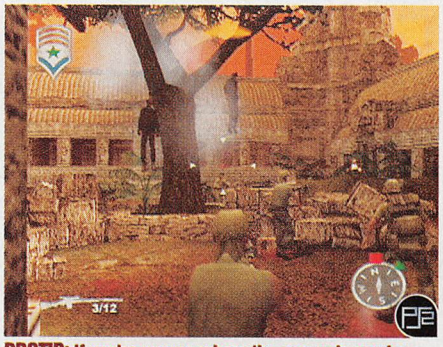
Spy Fiction does get some things right, though. As everything from the character design to the gameplay style to even the sound effects seems to have been "borrowed" from Metal Gear Solid, the game is entertaining overall but feels way too familiar and uncreative to warrant more than a single playthrough—though it is nice to have two selectable characters with unique skills and mission objectives if you do choose to replay this puppy. For all its faults, Spy Fiction is still an enjoyable title, but it seems unlikely anyone will stop to notice with Metal Gear Solid 3 and Splinter Cell Chaos Theory arriving shortly.—*Bones*

M ■ Developed by Access Games ■ Published by Sammy Studios ■ $39.99 ■ Available now ■ Third-person stealth/action ■ 1 player

GRAPHICS	4.0	FUN FACTOR
SOUND	4.0	3.0/5
CONTROL	3.5	

Shellshock: Nam '67

An historical military shooter always brings with it the challenge of mixing factual representations with compelling gameplay in the hope of creating a memorable trigger-happy experience. While much of Shellshock's story could be based on Special Forces exploits in the Southeast Asian jungles 30 years ago, the poor gameplay sadly ruins the entire experience.



PROTIP: If you're unsure where the enemy is coming from, look at your comrades. They'll always be aiming at the hostiles.

Full Metal Racket

No matter how you look at it, the Vietnam War was simply an ugly war. Borrowing from visually disturbing scenes in Vietnam-themed films like *Full Metal Jacket* and *Platoon*, developer Guerrilla Games has re-created that ugliness in a graphically mature game where the tempo is dictated by the amount of violence the player uses in each mission. This game is bloody to the bone; it's not unusual to see bloodied corpses and decapitated friends, or to participate in a massacre of an entire village. Shellshock's gritty and dark, graphic presentation is certainly unique and, at times, can be seen as over the top with lots of disturbing imagery scattered throughout.



A stroll through the local village will never come out peacefully. Welcome to Vietnam.

Me Not Love You Long Time

Shellshock's gameplay can be labeled as ugly, too. You embark on the usual missions that involve anything from collecting intel to rescuing POWs. Sometimes you go out alone, but most of the time, you hang with a few buddies. Your team, however, isn't that smart—they act like first-generation squads. Their movements aren't coordinated, and they'll step in front of your line of sight all the time. The levels are even more rudimentary. There isn't much leeway to flank enemies due to the objectives' linear paths. And until you get to a certain point in a level, the Vietcong just keep on coming, constantly respawning and attacking, which makes for frustrating battles.

Shellshock doesn't quite achieve that right balance between historical significance and pleasurable gameplay. Its unique presentation is marred by unnecessary savagery compounded by elementary A.I. and poor level designs—tell-tale signs that battling in Vietnam once again can cause much misery.

—*Four-Eyed Dragon*

M ■ Developed by Guerrilla Games ■ Published by Eidos Interactive ■ $49.99 ■ Available now ■ Action/shooting ■ 1 player

GRAPHICS	3.5	FUN FACTOR
SOUND	3.5	3.0/5
CONTROL	3.5	

GRAPHICS	3.5	FUN FACTOR
SOUND	3.5	3.0/5
CONTROL	3.5	

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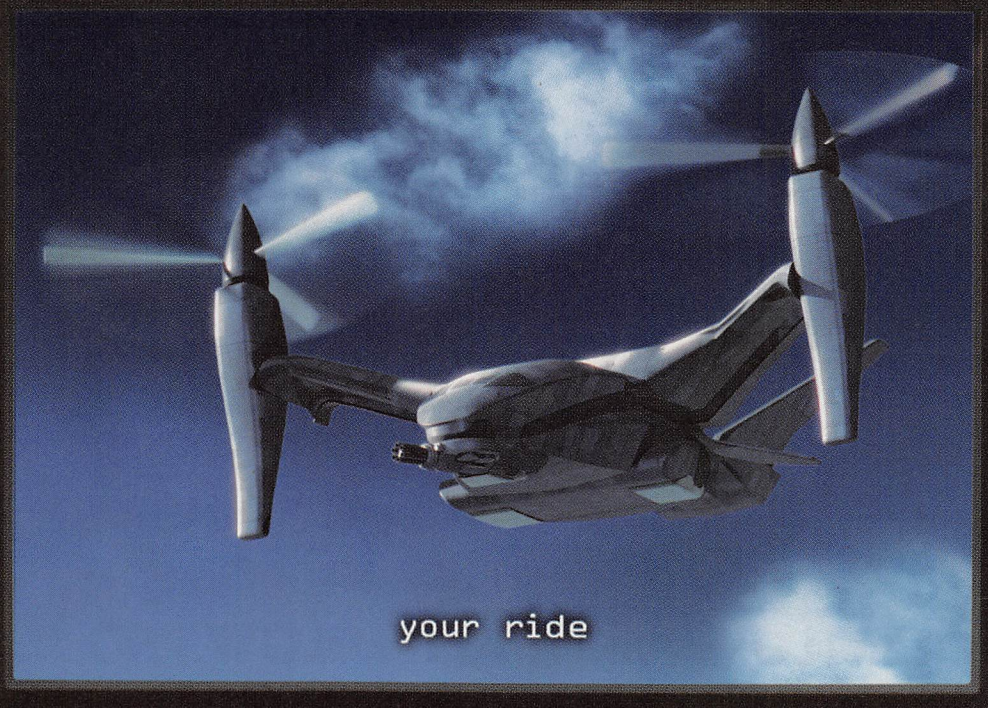
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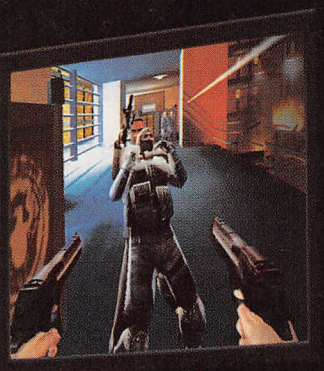
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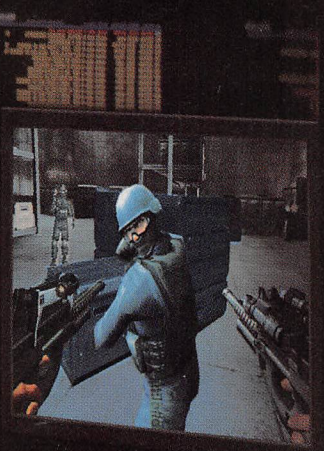
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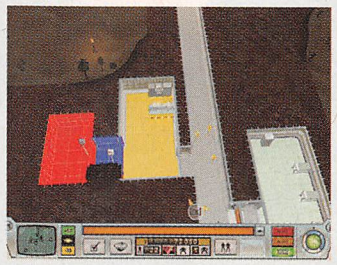


You've already commanded vast armies and high-profit amusement parks, so why not a villainous criminal empire? That's exactly what you do in Elixir Studios' (creators of Republic: The Revolution) upcoming strategy/simulation title, Evil Genius. Though it parodies the ever-popular spy thriller genre, Evil Genius is shaping up to be more than just Austin Powers-meets-Warcraft.

Dial 'M' for Megalomaniac

After you select a suitably evil alter ego, your first task is to construct a secret island fortress and regulate its day-to-day operations. This isn't as easy at it sounds, though, as superheroes, spies, and ninja assassins will constantly try to crash your party. If you are able to successfully ward off these attacks and expand your empire, you can take your operation global and make a killing in counterfeiting and kidnapping. The ultimate goal, of course, is to obtain one of those popular doomsday devices.





To protect your embryonic empire, you'll need to construct new facilities (including Armories and Training Rooms), place hidden traps (like Gas Chambers), and stock up on helpful items (like Generators and Security Cameras). As your empire grows, you can train and promote your underlings to more specialized positions.



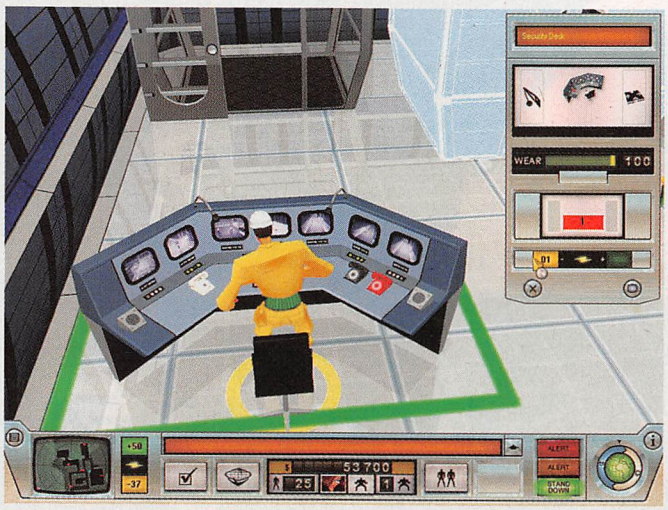


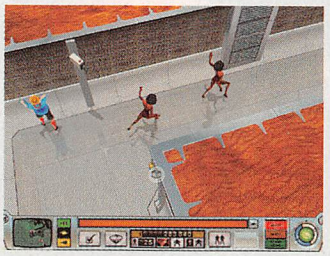
Got Genius?

Judging by the playable preview build, Evil Genius's intuitive point-and-click interface may be its single greatest asset. The elegant control scheme made hiring henchmen, assigning tasks, and constructing rooms a simple affair. The only disappointment was the bare-bones combat system; hopefully Elixir Studios will take the time to tweak the combat controls before shipping the game this fall.



Don't be fooled by Evil Genius's deceptively simplistic graphics. Once you zoom in for a closer look, you'll spot sharp textures, detailed objects, and slick special effects (like reflective floors and glossy surfaces). Better yet, the hysterical character animations are more than just window dressing—there's just something amusing about watching an enemy ninja creep closer and closer to a well-hidden booby trap. There's unquestionably some serious potential in this concept, but we'll have to wait a bit longer to see if this genius can play with the big boys.—*Vicious Sid*





- **Hands-On**
- **Developed by Elixir Studios**
- **Published by Vivendi Universal Games**
- **Target release date: October**

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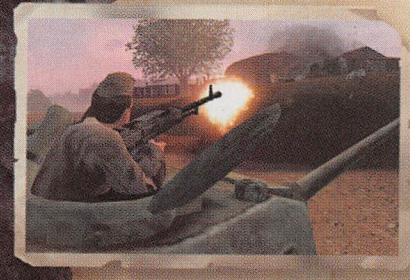
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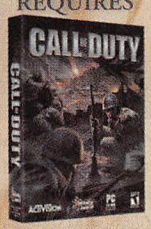


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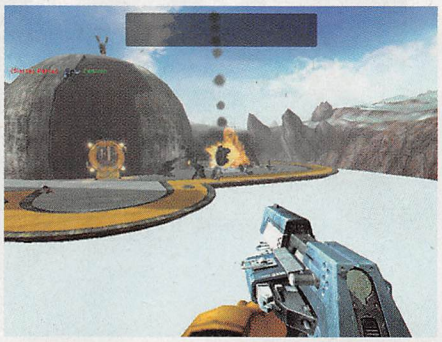
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Tribes: Vengeance

Tribes: Vengeance is the next of kin in the popular futuristic FPS franchise that turns long multiplayer sessions into transcendent fragfests. While not on the scale of PlanetsSide, Vengeance lets up to 32 players join the frenzied action. Strap on your jetpack, we're going in.





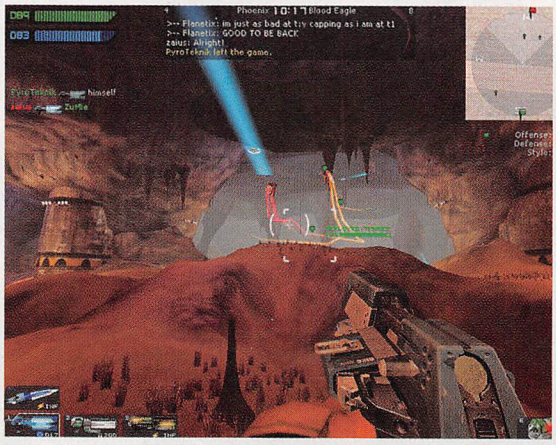
Before you get into the action, you create a profile that contains your preferences for weapon loadouts. During the game, you can change your loadout at inventory stations inside your base. The game offers three classes of armor, and each has an offensive and defensive configuration. There are some limitations, though. For example, you can equip the sniper rifle only with light armor and the mortar only with heavy armor. New weapons in Vengeance include the rocket pod and a grappling hook, which lets you get into all kinds of tricky places. Once you're armed, you can pick up additional deployable turrets, mines, and repair stations before heading out of the base.





Thus far, Capture the Flag was the only game available in the beta with points scored for kills and flag captures. There were a number of subobjectives that could help your team to victory. Attacking sensors and generators were a good way of crippling the enemy, enabling you to buy time to grab the flag while repairs were being made. Every map had a set of vehicles that added to the fun, but unfortunately, you couldn't capture enemy vehicles or enter one of your own vehicles if you were carrying a flag. There were also limitations on entering vehicles if you chose the heavy armor type.





Environments and textures already look good as do the characters and vehicles. There wasn't much sound to speak of other than the roar of jetpacks and the cacophony of explosions and gunfire. One of the most challenging aspects of the beta was that most of the weapons fired some sort of projectile, meaning that you had to lead your target. This requires more skill than your average FPS because you must factor in the distance to the target and the arcing physics of the jetpack flight for an accurate hit. The turrets and vehicle weapons were easier to aim than the rifles, and overall, the game feels more like the first Tribes than Tribes 2. With its robust community support, including stat tracking and leader boards, Vengeance will give FPS fanatics plenty to be thankful for this October.—*Super8 Samurai*



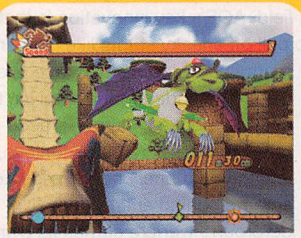




- **Hands-On**
- **Developed by Irrational Games**
- **Published by Vivendi Universal Games**
- **Target release date: October**

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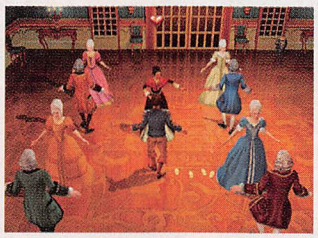
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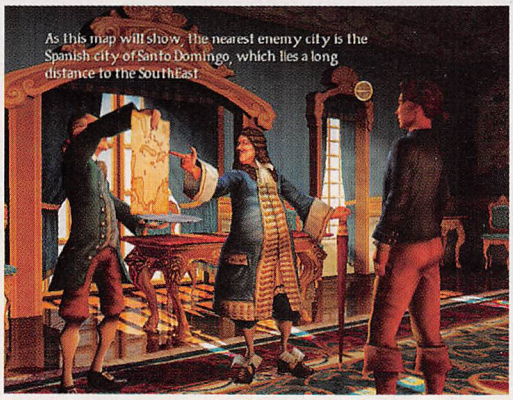
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Sid Meier's Pirates!

When we first heard that digital crack peddler Sid Meier was working on a new Pirates game, we were stricken with glee for the original Pirates was one of the most addictive, fun PC games in the history of PC games, a stripped-down, streamlined strategy/role-playing "hyper board game" that had you sailing the high seas of plunder, trade, romance, and villages to pillage. It distilled great gameplay down to its essence—light on the simulation and story, but heavy on the instant fun.



Ahoy! Great news: It's looking like the new Pirates is exactly what we were hoping for—the same exact gameplay formula, right down to the menu-driven cities, wrapped in a much prettier package. The sea battles look great and play like a breeze, and the timing-based "swordfights" animate beautifully with rope-swinging, breaking banisters, dramatic pratfalls, and all sorts of swashbuckly goodness. The only iffiness right now: the mini-games that ensue if you try to form a treasure-hunting land party or try to sneak into a town. The former needs a graphical face-lift, the latter a fun injection—but Firaxis is in the process of polishing them up now and making them something you'd want to play. Otherwise, Pirates is like finding buried treasure.—*Star Dingo*





■ **Hands-On** ■ **Developed by Firaxis**
■ **Published by Atari** ■ **Target release date: November**





Armies of Exigo

With age-old favorites like StarCraft and Command & Conquer still holding the high ground, Armies of Exigo is hoping to bridge the gap by using three-dimensional thinking. The game features three forces: the Beast Horde (resourceful goblins and ogres), the Human Empire (heavily armored soldiers and sorcerers), and The Fallen (marauding monsters similar to StarCraft's Zerg race). On the front lines, grizzled RTS generals can look forward to a well-stocked collection of melee- and ranged-based units plus the standard array of structures and spells. But where other games limit troop movement to a 2D playing field, AOE's key innovation is that units can burrow underground to pull off sneaky stunts like diverting magma flows to melt surface enemies. The underground level isn't faked or hacked, either—it accurately reflects surface conditions, letting you tunnel under threats to emerge behind enemy lines. Underground warfare carries its own dangers, however, like landslides and floods.









Though the multileveled gameplay in the preview version seemed promising, the game camera was annoyingly limited. If the designers can trim away some of the fat (especially the lengthy load times) before shipping, picky RTS gamers may have finally found a battle worth joining this October.—*Vicious Sid*

■ **Hands-On**
■ **Developed by Black Hole Entertainment**
■ **Published by EA Games**
■ **Target release date: October**

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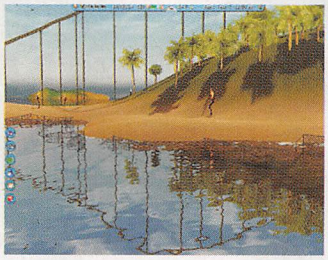
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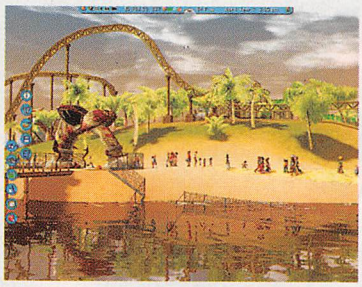
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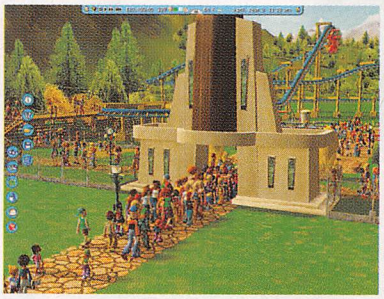
Rollercoaster Tycoon 3



To the delight of series fans, Rollercoaster Tycoon 3 is shaping up to be one thrilling ride. Though a bit buggy, the unfinished preview version was already showing some serious potential. One major standout was the innovative 3D terrain designer, which allowed players to quickly carve out massive, highly detailed landscapes. While RCT3's rollercoaster designer mode wasn't included in the preview build, the good news is that you can use your old RCT2 rollercoaster designs. You can even import your MP3 collection to provide tunes for your theme park. Cool, huh?

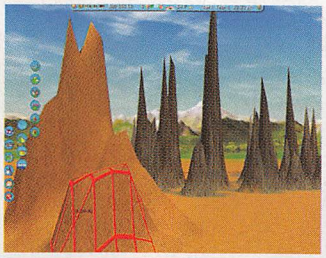


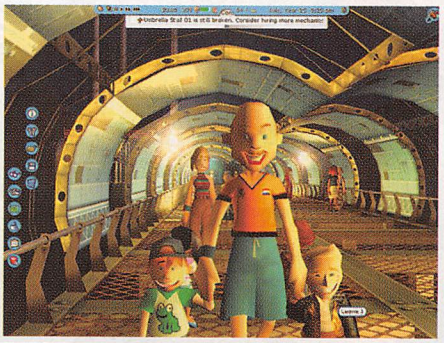
As evidenced by these screen shots, RCT3 boasts some of the most beautiful 3D environments ever seen in a simulation title. At the highest graphical settings, RCT3 renders reflective water and dynamic lighting with stunning realism—if you zoom in close, you can even spot the facial expressions of your visitors! Of course, you'll need a beefy PC to see all these luscious visuals, but the game should still play fine on lower-end PCs. And though the graphics in Rollercoaster Tycoon 3 are clearly awe-inspiring, the addictive gameplay is likely to remain the real attraction. And RCT fans wouldn't have it any other way.—*Vicious Sid*



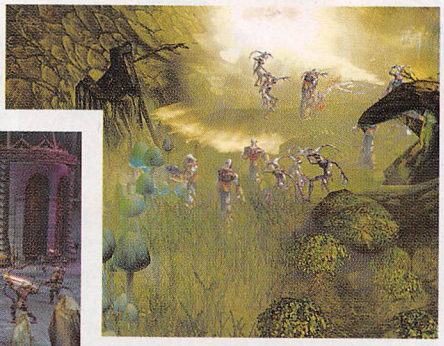


- **Hands-On**
- **Developed by Frontier Developments**
- **Published by Atari**
- **Target release date: November**





Dragonshard



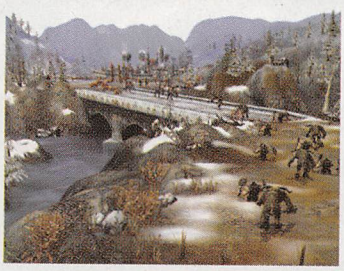
The RTS genre and medieval fantasy universes have shown to be a natural match, so it comes as little surprise to see a D&D real-time strategy game. What is surprising, however, are the mechanics seen in Liquid Entertainment's Dragonshard, which add another layer of depth to gameplay...literally.



Set in D&D's new tech/magic hybrid Eberron universe, three factions are vying for control of a massive dragonshard—The Order of the Silver Flame, an alliance of humans and dwarves; Umbragen, a dark and twisted elven race; and a third mystery race. Battles are fought above ground and below simultaneously with players having the ability to freely switch between the maps. Large-scale battles are fought on the surface with captains leading soldiers in formation-based attacks—groups will purportedly adjust and maintain formations even in the heat of battle, surrounding and flanking the losing side. Underground, the fights focus on fewer characters and emphasize micro management. Both layers have strategic significance—your home base is on the surface, while below ground contains most of the resources and treasures. Hero units called champions will aid the player throughout the single-player campaign with manageable individual and global inventories.







Given the already frenetic pace of multiplayer in Warcraft III, it'll be interesting to see how Liquid will balance its ambitious dual-layered gameplay without overwhelming players in micro and macro managing.—*Funky Zealot*

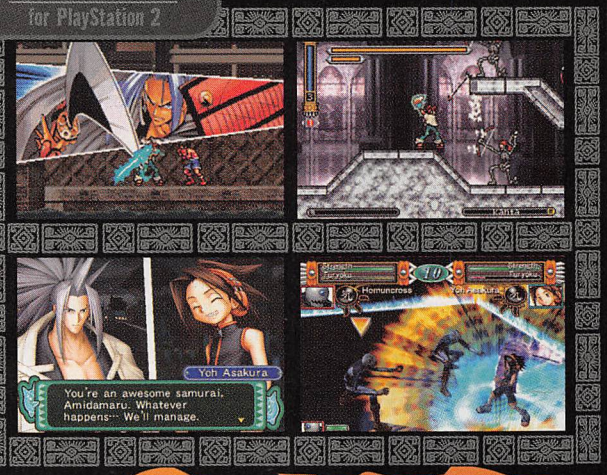
- **First Look**
- **Developed by Liquid Entertainment**
- **Published by Atari**
- **Target release date: Spring 2005**



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Comic Mischief
Violence

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Doom 3

You've never seen anything like it...but you've definitely played something like it.

Over the last decade, the Doom franchise has sucked up countless hours of game time, been blamed for teenage delinquency, and allowed numerous "garage programmers" an opportunity to release their own free maps and mods with a professional game engine. With Doom 3, id has returned to its roots by retelling the original story of a lone space Marine trapped on Mars and fighting the invading demons of Hell.



The inevitable custom maps, add-ons, and total conversions will definitely make Doom 3 a game worth owning.

Demons and Deathmatches

If there is one thing that Doom 3 does well, it's atmosphere. The game is a masterful piece of shadowy work with lighting effects galore throughout the levels. Enemies will often hide in the darkness, sometimes illuminated by nothing more than the muzzle flash of your machine gun. The level design is claustrophobic with a heavy emphasis on tight passageways and narrow corridors. Often, movement is at a premium, which only heightens the feeling of being trapped.



PROTIP: Don't be afraid to use the Soul Cube as soon as it's charged—it's a great way to keep your health. Bigger enemies give bigger health bonuses.



PROTIP: Be sure to visit martianbuddy.com!

While the visual depiction of its demons is easily Doom 3's strong point, the A.I. driving them is perhaps its weakest—and the one thing that keeps the game from becoming a true masterpiece. In short, these guys are dumb. Playing through the game on the normal difficulty level, the demonic forces do nothing more than directly attack. They don't cooperate; they don't fall back and regroup; and they don't play strategically.



PROTIP: Here's a good rule of thumb regarding anything you see in Doom 3: Kill it quickly, and don't let it get close.

The deathmatch environments in Doom 3 make just as much use of shadows and darkness as the single-player game, which allows for some creative gameplay. Certain areas of the game enable players to hide themselves entirely. One of the maps even has a power switch, so you can turn off the lights and make things a bit more interesting.

From a technical perspective, the Doom 3 engine is something of a beast with all but the highest-end systems being forced to run the game in 640x480 or 800x600 resolution. At first glance, those numbers sound painfully low-res, but Doom 3 running at 640x480 looks better than most games running at double the resolution.

What the Hell...?

Opinions on Doom 3 have divided *GamePro* editors and the PC-gaming public in half. Some love it; some think it's old news....

"Doom 3 is the worst Doom I ever played. Why? Because it doesn't bring anything new to the genre or the Doom franchise itself. The A.I. is the same as in the old Doom, just very simplistic and dumb 'pop and hit' behavior. After the first few levels, I began to yearn for anything but this straightforward gameplay. Doom 3 is a big disappointment. I hope Half-Life 2 is a better experience than this."—*Demigod, GamePro.com Hub member*

"Yeah, it's super straightforward, and no, the gameplay's not very groundbreaking, but that didn't bother me a bit. 'Old' gameplay isn't necessarily 'boring' gameplay. The artists at id did a superb job of drawing me in to their horrible little world—I've never had my nerves frazzled and frayed as frequently as I did while playing through the game. It's manipulative game design at its finest, and there ain't nothin' wrong with that."—*Star Dingo*

"It's a survival/horror game—that's why the A.I. isn't the best. When is the last time you have seen zombies in Resident Evil huddle up and make tactics? First-person shooters are evolving into tactical or puzzle-based shooters. I think these suck, and I respect id. Half-Life 2? Bah, I don't want to have to make the great pyramids of Giza with a bunch of ruined buildings to kill the last guy; I'd rather play Tetris."—*SSINTENSE, GamePro.com Hub member*

Aw, Hell

As a game, Doom 3 is an enjoyably scary but all too short action title that looks awesome, plays well, and yet fails to do anything groundbreaking with the gameplay. The visuals and sound effects are excellent, but the simplistic A.I. hinders the gameplay experience, leaving the player with a very distinct feeling of "it's neat but nothing I haven't seen before" when all is said and done.—*Syriel*



Doom 3 is about as straightforward and primal as it gets. Not everyone will think that's a good thing.

- Developed by id
- Published by Activision
- $54.99
- Available now
- Shooting
- 4 players

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PC	GRAPHICS	5.0	FUN FACTOR 4.0/5
	SOUND	5.0	
	CONTROL	4.5	

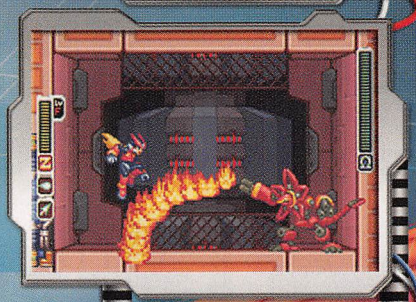
Recommended System Specifications
- Windows 2000/XP
- Pentium 4 2.4 GHz
- 512 MB RAM
- 2.6 GB on HD
- 128 MB video card

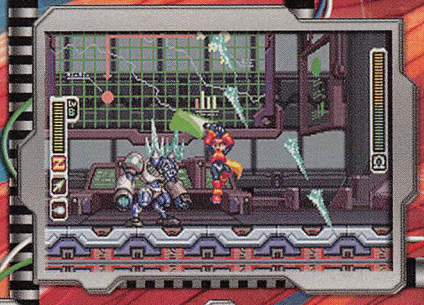
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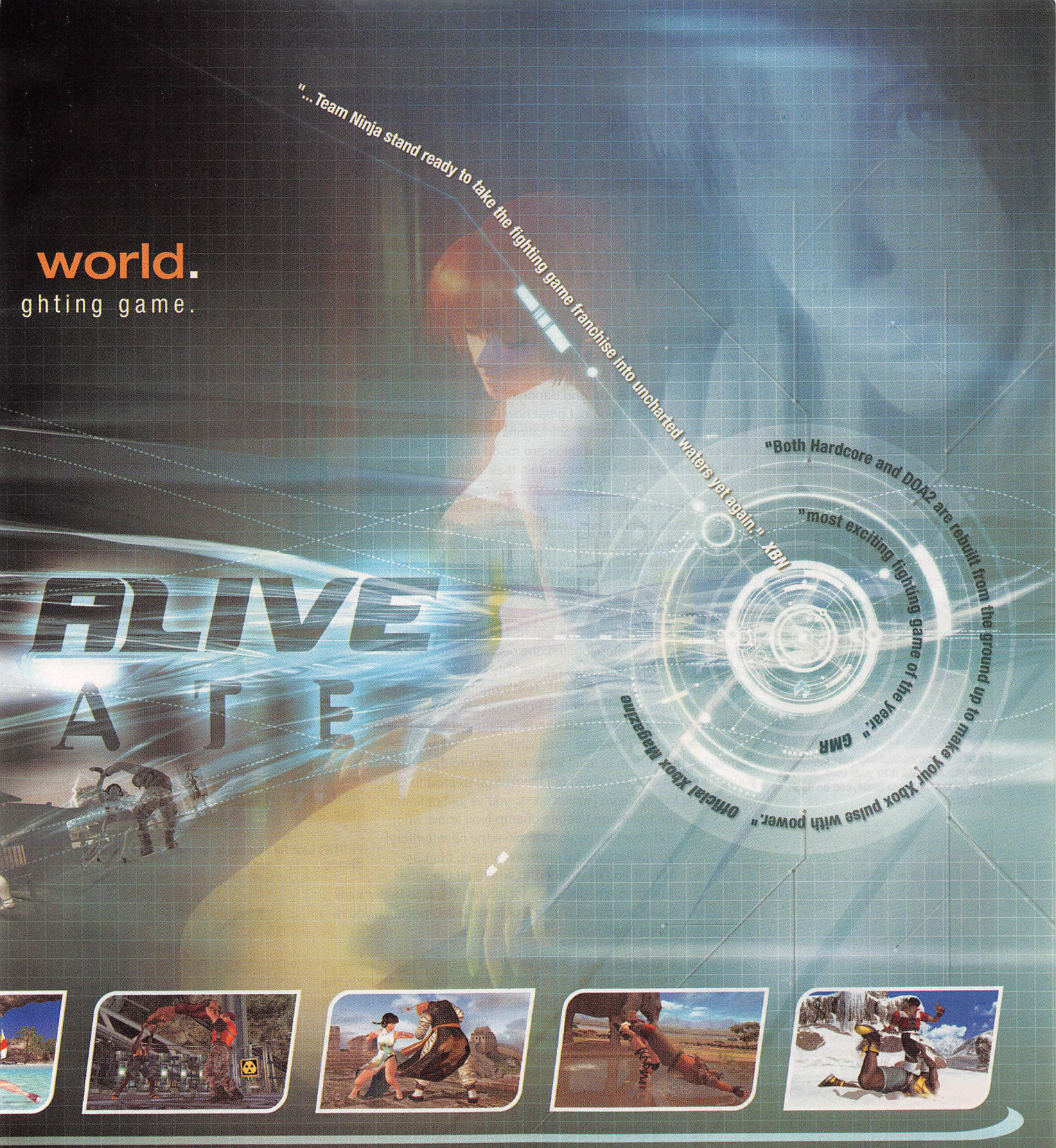
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Heaven on earth is here with the first 3D online fighting game to date, Dead or Alive Ultimate. Experience the first "Virtual Arcade" with a double disk pack featuring the original DOA and a totally redesigned DOA2, creating a whole new world in online fighting games. DOA2, built from the ground up on a brand new engine, features new interactive worlds, never-before seen costumes, mind-blowing graphics, earth-shattering new moves, and exclusive new cut scenes that reveal secrets from the past. Plus, special bonus content contains a behind the scenes peek at the making of DOAU and the developers behind the series, the DOA3 Booster Disc, collectable trading cards and more!

DEAD OR ALIVE® ULTIMATE™

Pokémon FireRed/LeafGreen

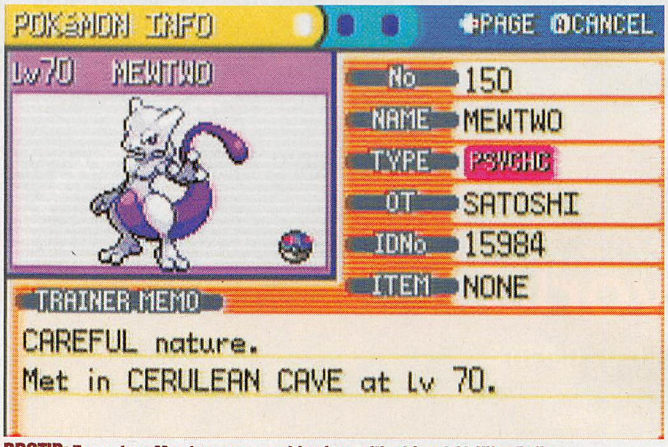
The gameplay hasn't changed, but Pokémon is bigger and better than ever.

The world of Game Boy gaming is divided into two types of people: those who love Pokémon and those who couldn't give a Pikachu's behind about it. If you're one of the latter…well, smell ya later. If you're still reading this far, then you know in what camp you squat and that you'll play and enjoy FireRed and LeafGreen.

Jewels in the Crown

The two carts represent an evolutionary leap from Pokémon's Ruby and Sapphire. These babies are loaded for a sort of state-of-the-art Pokémon battlefest. For the first time, you can hunt and store all 386 Pokémon from the previous Pokémon GBA collections—Gold, Silver, Ruby, and Sapphire—and you can even connect with Pokémon Colosseum for the GameCube. Plus, you get great new Pokémon creature graphics with nicely colored backgrounds. Even though the attack animations remain the same from Ruby and Sapphire, they're looking very good. Even the sounds are much improved with longer, more intricate music (if you're into that), although the Pokémon retain their weird, tinny GBA growls and screeches.

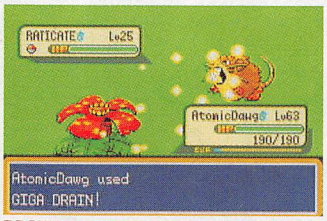
The games also come bundled with the new Game Boy Wireless Adapter, which enables you to trade, battle, and chat without connecting cords. Even better, LeafGreen and FireRed offer hubs where you and 39 other Pokémon trainers can meet and compete at any time. The adapter is a proximity device, so once you walk into range of another adapter-armed trainer, it's go time…just like the Pokémon game itself. All that's missing is the little exclamation marks above your head.



PROTIP: To capture Mewtwo, you must load up with at least 20 Ultra Balls.



PROTIP: Before you take on the Pokémon League at the Indigo Plateau, be sure your Pokémon are near to or better than Level 60.



PROTIP: Abilities that sap your opponent's strength and add it to your own, such as Leech Seed and Giga Drain, can be decisive in battle.

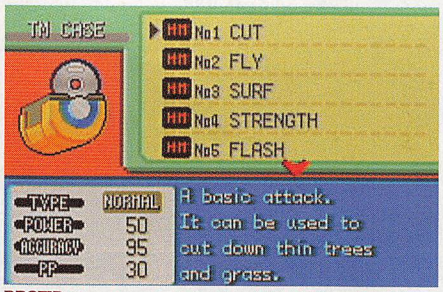
Return to Kanto

The gameplay area is huge. The first half of the game basically retraces, almost step for step, the classic Kanto route of Pokémons Red and Blue, from Pewter City to the showdown with the Elite 4 on Indigo Plateau. That's right…that's only the first half! If you sign up for this Pokémon adventure, you better have hecka time on your hands. This may be the only GBA game you can play for a good while.

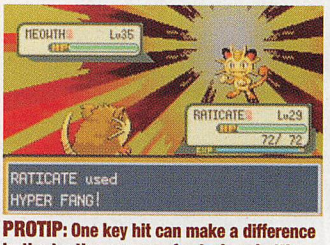
Imagine this: You're at least 20-plus hours into the game; your Pokémon are (or should be) leveled up to around 50 plus; you've kicked Team Rocket's ass; you've just defeated the Pokémon League champ (you know who); and *now* you begin to explore the new territory! No spoilers will be given away here, but basically, if you're wondering where all the other Pokémon are, get ready for action. You also better think about doubling up your Pokémon levels because you're gonna need it all.



PROTIP: Look for Articuno in the caves of the Seafoam Islands.



PROTIP: Do not overlook the four HM abilities—Cut, Fly, Surf, and Strength—as powerful basic attacks. You'll find the Move Deleter dude in Fuschia City if you want to redistribute these moves.



PROTIP: One key hit can make a difference in the tactics you use for trainer battles. Remember which attacks at what levels knock out which Pokémon with one shot.

Pokémon Power

There's nothing new about the turn-based battles in the games, although some opposing trainers double up on you for some change-of-pace two-on-two Pokémon matches. Experienced Pokémon trainers will recognize the attacks from Ruby and Sapphire, and the Pokémon Nature stat that affects your abilities. But there are new Technical Machine (TM) moves to find and learn, as well as new Hidden Machine (HM) moves to discover.

Don't worry, you aren't entirely on your own. Dr. Oak, of course, and his far-roaming assistants return to guide you along the way. This time, too, other nonplayable characters show up to teach your Pokémon new attacks and abilities.

The Pokémon gameplay remains as compelling…no, addicting as ever. No handheld game series except maybe Tetris has ever drawn this much mileage from using one style of gameplay over and over again. Pokémon LeafGreen and Pokémon FireRed draw you into the mesmerizing world of strange little creatures no matter how many times you've been there before.—*Pokémaxx*



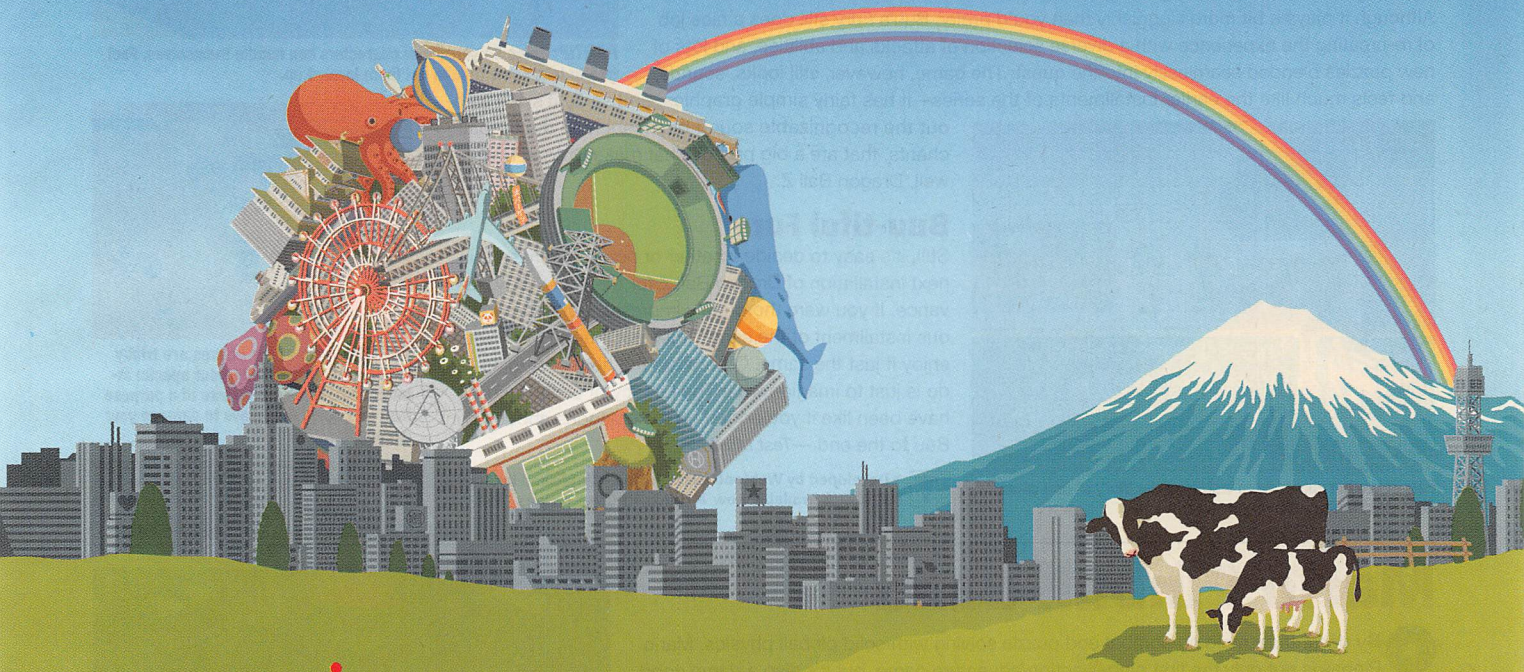
PROTIP: Spend your money. Be sure to buy plenty of Revive, Ultra Potion, and Full Heal before you reach the Pokémon League.

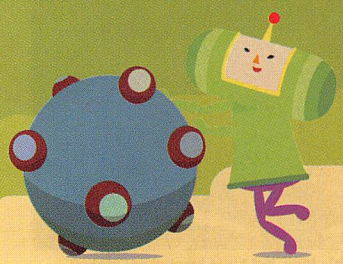
E ■ Developed by Game Freak ■ Published by Nintendo
■ $39.99 ■ Available now ■ Action/adventure ■ 1 player

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.5	FUN FACTOR	5.0
SOUND	4.0		
CONTROL	4.0		

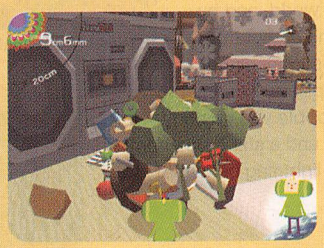
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EVERYONE E CONTENT RATED BY ESRB — Mild Fantasy Violence

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Dragon Ball Z: Buu's Fury



Dragon Ball Z: Buu's Fury, the third and final installation of the DBZ Game Boy Advance role-playing series, picks up immediately where the Saiyan heroes left off in The Legacy of Goku II. The game depicts the tail portion of the Z saga as seen in the cartoon television series. Atari and Webfoot Technologies have transcribed a fine rendition of the story to the portable cartridge, expanding and changing up the library of playable characters throughout the game. But the graphics and sounds don't help too much in keeping the excitement going—you may have to make up for it with a bit of imagination.

PROTIP: Being Saiyans, your characters can handle themselves. Feel free to take some time to get them leveled up.

Saiyan Ain't So

While you don't usually expect a whole lot from a game that's derived from a cartoon, DBZ: Buu's Fury tackles a good chunk of the familiar qualities that make Dragon Ball Z stand out from the rest of Dragon Ball lineage, namely the story line and its characters. Although it plays a bit more sluggishly than you'd prefer, Buu's Fury still does a nice job of re-creating the experience with a diverse selection of attacks and abilities, and lots of new puzzles blended seamlessly into the quest. The game, however, still looks, sounds, and feels much like the earlier installments of the series—it has fairly simple graphics, and sadly it's still without the recognizable sound bites, such as the fireball chants, that are a big part of what make Dragon Ball Z... well, Dragon Ball Z.



Part of the fun comes from watching the story of Buu come alive right in the palm of your hands.



PROTIP: Some of the bosses are tricky to defeat. Coincidentally, your special attacks sometimes serve more of a purpose than just being cool ways to damage your opponents.

Buu-tiful Fury

Still, it's easy to decide whether or not to purchase this next installation of Dragon Ball Z for the Game Boy Advance. If you were thoroughly impressed with the previous installment of the series, then get Buu's Fury—you'll enjoy it just the same. Otherwise, the next best thing to do is just to imagine what The Legacy of Goku II would have been like if you added on the episodes about Majin Buu to the end.—*Test Monkey*

ESRB T ■ Developed by Webfoot Technologies ■ Published by Atari ■ $29.99 ■ Available now ■ Action/RPG ■ 2 players

GRAPHICS	3.0	FUN FACTOR	3.0/5
SOUND	2.0		
CONTROL	2.5		

Mario Pinball Land



By delightfully melding combat and puzzle solving with solid pinball physics, Mario Pinball is not only the first pinball action/adventure game, but it's also a damn good one at that. Only the most gifted of pinball wizards will rise to the challenge as the game demands a near extrasensory blend of patience and precision, the kind that the world hasn't seen since a blind, deaf boy named Tommy played a mean game some years ago.

"I thought I was the Bally table king, but I just handed my pinball crown to him."

Such a Supple Wrist

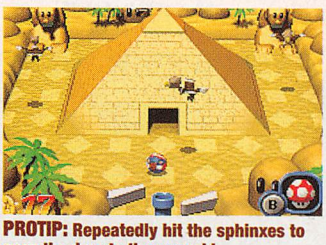
Like the name says, it's Mario Pinball, so instead of a silver ball, you knock an orb-shaped Mario around variously themed tables where you rack up points by bopping into bumpers, beehives, and Koopas for points. An amusement-park table acts as the hub world, and by getting Mario inside a cannon, you can launch him to other tables that run the gamut from Egyptian deserts to pastoral farmlands to ghost-infested fun houses. In this surreal pinball world, you contend with hooded Shy Guys who avoid you by hiding behind pillars, frost-men who lob snowballs at you to knock you off course, and man-eating plants who gobble you up and then spit you out onto previous tables. Wipe all your enemies off the table, though, and a star drops from the sky. By hitting it, you unlock bonuses like barriers between the flippers, lightning bolts that zap all onscreen enemies, and mushrooms that increase your size.



PROTIP: Hit the penguins once to make them fall, then hit them again while they're sliding to knock them out.

Feeling All the Bumpers

Like any Mario game worth its weight in salt, you can unlock doors and warp to secret levels, and smaller "subtables" can also be unlocked by hitting doors, triggering secret hatches, or eating size-reducing mushrooms so you can squeeze through tiny openings to where killer boss battles await.



PROTIP: Repeatedly hit the sphinxes to open the door to the pyramid.

Visually, the game stuns. Each environment is clear and colorful, and features some of the coolest lighting and reflection effects seen on the GBA yet. The tables are viewed from a slightly skewed angle, which eliminates the need for the camera to scroll up and down, something that made games like Pokémon Pinball a bit disorientating. Mario Pinball is a must.—*Iron Monkey*

ESRB E ■ Developed by Fuse Games ■ Published by Nintendo ■ $29.99 ■ Available October ■ Pinball ■ 1 player

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.5	FUN FACTOR	4.5/5
SOUND	4.0		
CONTROL	4.5		





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Keeping an Eye on the PSP

Nintendo's not the only company being tight lipped about its upcoming portable game console. Trying to get real information out of Sony regarding games for the PSP is about as difficult as getting Iron Monkey to shut up about his Hayden Christensen fixation, but more and more developers are hopping on board, and game names are slowly trickling out. Here's a list of games that have been announced for the system, but until we get more solid info (which should happen at the Tokyo Game Show in September), consider many of these games grist for the rumor mill for the time being.



We, for one, couldn't be more excited about Final Fantasy: Advent Children, a feature-length CG film sequel to the legendary Final Fantasy VII that will be released on UMD disc after its premiere at the Venice Film Festival.

Ape Escape
Armored Core: Formula Front
ATV Offroad Fury
Death, Jr.
Devil May Cry series
Dynasty Warriors
Final Fantasy: Advent Children
Frogger
Gran Turismo 4 Mobile
Hot Shots Golf
Metal Gear Acid
NBA ShootOut 2005
NBA Street
Need for Speed Underground
NFL Street
NHL FaceOff 2005
Tiger Woods PGA Tour
Tony Hawk's Underground 2: World Destruction Tour
Twisted Metal: World Tour
Viewtiful Joe
Wipeout Pure







Boktai 2: Solar Boy Django

Revolutionary: The word doesn't get thrown around too often, but that's exactly how we'd describe last year's Boktai: The Sun Is in Your Hand. The quasi-RPG spaghetti-Western/stealth/horror opus boasted not only a clever gameplay medley of sneaking, puzzle solving, and boss battlin' but also a solar sensor that required players to get off their butts and go outside to play in order to power up their weapons with real sunlight.

In the sequel, you once again play Django, son of Ringo, and return to San Miguel, the City of the Sun, for a supernatural showdown with bile-spitting zombies and immortal bloodsuckers. A vampire has swiped your Gun Del Sol, so you have to track him down using new weapons like solar powered swords, spears, and mallets.

The playable build of Boktai 2 had heavier RPG overtones than the original—you use experience points to upgrade your life and energy gauges, attack power, and defensive capabilities. Some of the simultaneous candle-igniting, wall-hugging, and switch-thumping puzzles were a tad confounding, and the controls could have used more tuning, but the game's shaping up to be just as fun as if not better than its brilliantly quirky progenitor.

—Iron Monkey

- Hands-On
- Developed and published by Konami
- Target release date: October





The Lord of the Rings: The Third Age



The armies of Middle-earth are at your command in this *Lord of the Rings*–themed turn-based action/strategy game. Players can choose either the forces of light or darkness, and select between six various heroes in this latest adventure.

The Third Age's unique turn-based battle system features a map that is separated into three flanks. Each turn, players are randomly allotted command points based on their chosen hero's leadership stat that are then spent to maneuver units and attack opponents.



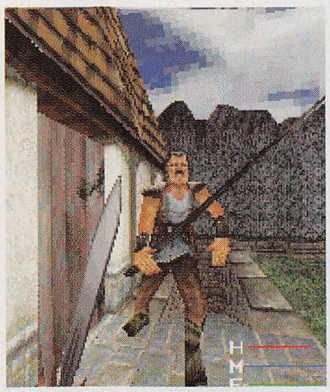


While the superficial allure of commanding armies of trolls and Ents is seductive, the game engine in the preview build felt sluggish and unbalanced. Each turn, players gained, at most, only a half dozen command points to maneuver a force of 20 to 50 troops, which led to a very limiting gaming experience. The damage engine also felt too randomized, and characters seemed to be allocated statistics haphazardly—how could the Witch-king be more powerful than Sauron's bodily incarnation? But still, it's a cool concept...and if the game engine can be minorly tweaked, The Lord of the Rings: The Third Age could be magical.—*Rice Burner*



■ **Hands-On** ■ **Developed by Griptonite**
■ **Published by EA Games** ■ **Target release date: November**

N-Gage News



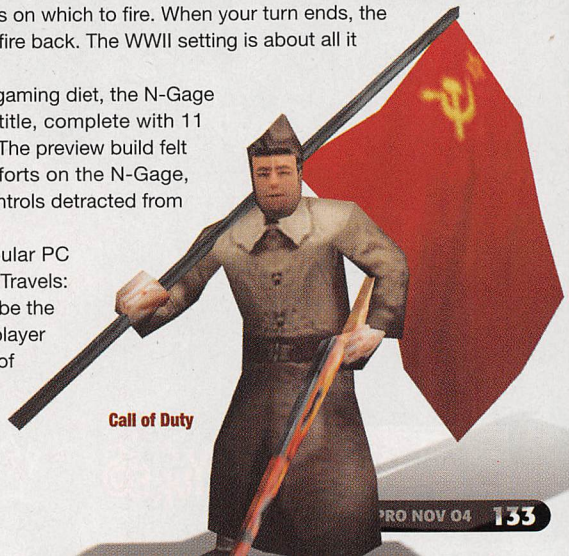
Elder Scrolls Travels: Shadowkey

Some hands-on time with the upcoming Pocket Kingdom: Own the World and Pathway to Glory for the N-Gage has revealed games that are based on amazing technology but are also painfully aware of their limitations. When we first reported on Pocket Kingdom, it sounded like an EverQuest-y MMO. After seeing it in action, though, it has more in common with Pokémon or Yu-Gi-Oh! Players roam around a map collecting monsters and items, then send them into battle against each other. You can assign strategies before the fight, but unfortunately, once the battle begins, all you can do is sit back and watch.

Pathway to Glory, strangely enough, ends up feeling like a chess game. You have a turn, during which you can move your squad into position and give them targets on which to fire. When your turn ends, the enemy takes their turn to maneuver and fire back. The WWII setting is about all it has in common with Battlefield 1942.

If you can't get enough WWII in your gaming diet, the N-Gage QD will soon have its own Call of Duty title, complete with 11 missions and a four-player deathmatch. The preview build felt more fluid than previous first-person efforts on the N-Gage, but muddy pixels and phone-keypad controls detracted from the experience.

In another attempt at bringing a popular PC game to the mobile crowd, Elder Scrolls Travels: Shadowkey is due this November. It will be the first title in the franchise to feature multiplayer adventuring and will offer over 80 hours of gameplay. That's a lot of game to fit on a little screen.—*Super8 Samurai*



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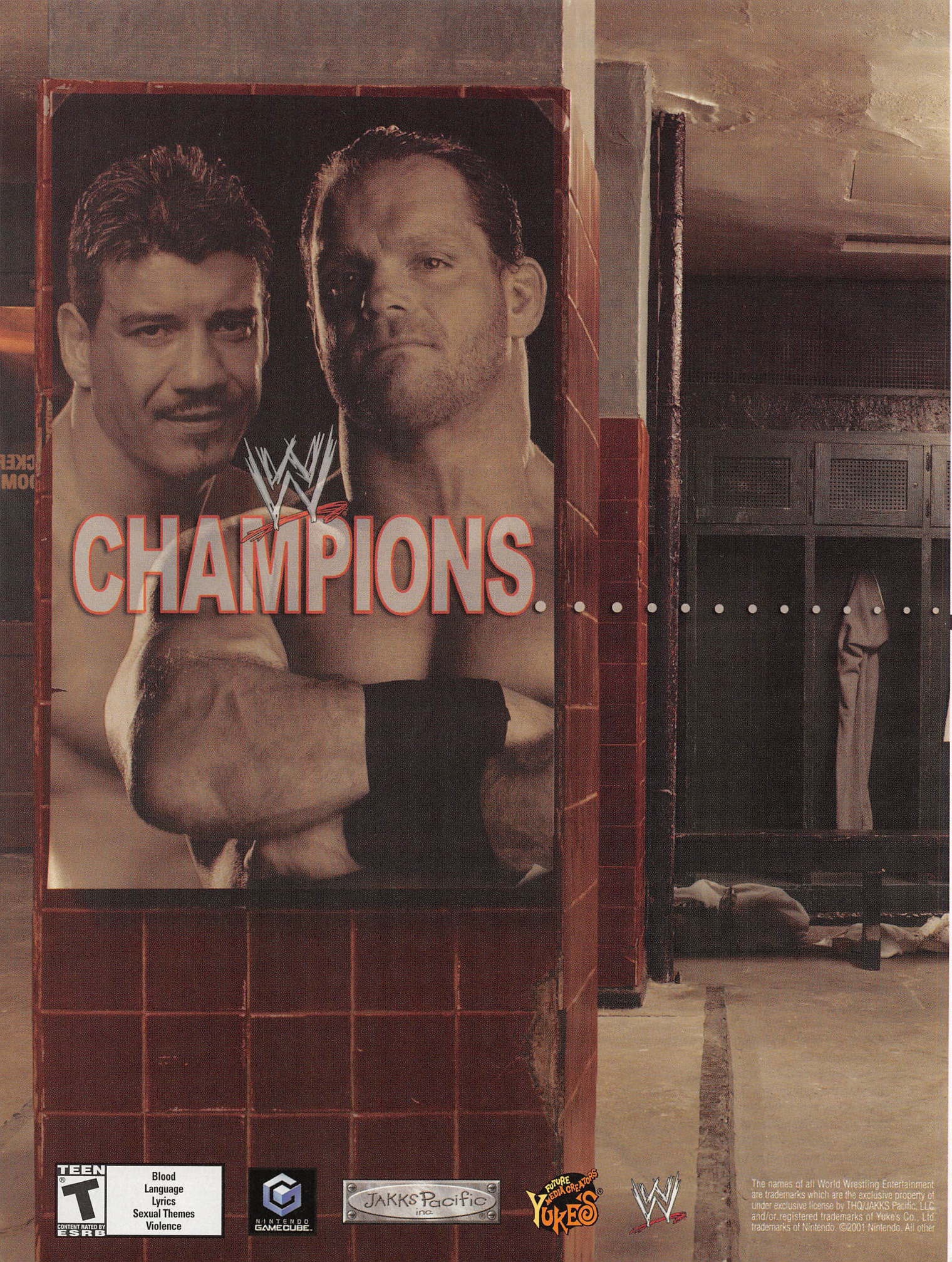
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Violence

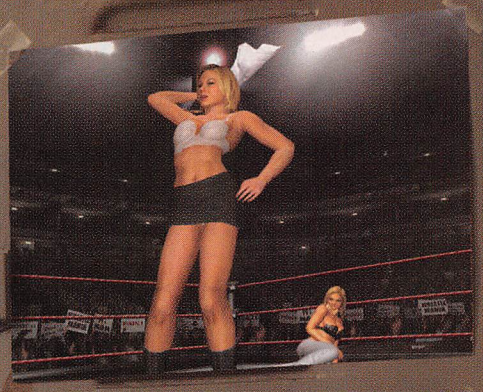
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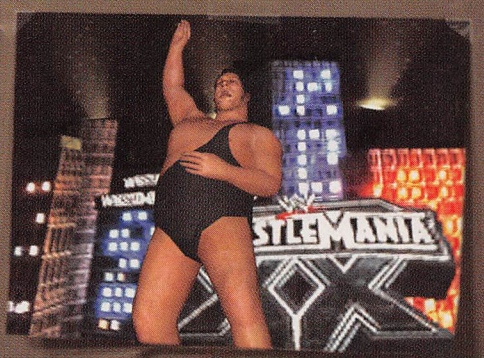
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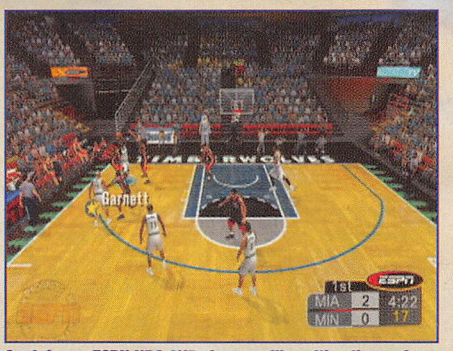
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FEATURE

NBA Championship Dreaming

By Atomic Dawg

The NBA has taken some hits this season—the Kobe trial, the Shaq separation, the Lakers' downfall, the darn Puerto Rican Olympians, the darn U. S. Olympians... the Clippers. And even if you think none of the above has anything to do with actual NBA ballin', Sega and EA Sports are going to give you a chance to call a time out and make things right. After seeing NBA Live 2005 (PS2, Xbox, GameCube) and ESPN NBA 2K5 (PS2, Xbox) (both October releases) in preseason workouts, there's hope, so don't burn off your "A.I.'s the Answer" tatts just yet.



On defense, ESPN NBA 2K5 players will position themselves to cut off the passing lanes.

Showtime

Both games are pouring some major development time into upgrading the "show" to go with their "go." Visuals were a strength of NBA Live's last season, and this year, they could be even better. Developer EA Canada has created a new rendering engine that brings excellent detail to player faces, and every player in the game is being redone. Live will also feature a bunch of new animations to complement the gameplay, including more no-look passes and basic outlet passes, and a ton of new dunks...but more on that later.

ESPN NBA 2K5 is coming on strong in the graphics department, too. The boys at Visual Concepts must have been pushing their triple-pass rendering technique extra hard to produce the early version's excruciatingly fine folds in the uniforms, amazing skin tones, and glistening sweat. They're even putting 3D fans with 3D butts in the seats. ESPN fans will also be treated to more gameplay animations for post-up moves and IsoMotion crossovers, and will notice players moving into positions away from the ball (a coach's dream).



Jason Richardson of the Warriors goes between the legs in the All-Star Dunk Contest in NBA Live.



In the paint, Live will keep you honest to eliminate easy buckets.



Better spacing between players will improve Live's offense.



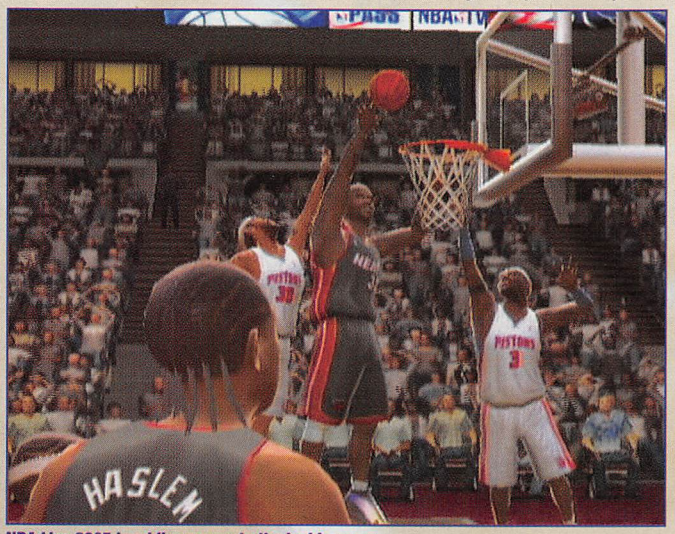
Wallace posts up Divac in 2K5's broadcast camera view.

"Go" Time

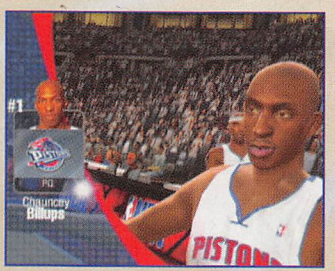
Both games are looking to infuse more of the subtleties of basketball into them, which should please b-ball aficionados and game players alike. 2K5's IsoMotion system, which was introduced last year, is being built out into a sort of system within the system. The effectiveness of spin moves and crossovers will depend on the skills and physical characteristics of the players making them. Also, you'll be able to fake outside the perimeter to set up a move, and the game will offer a wider variety of post-up moves. The pro-hop move is also being refined. While it's still effective, it's more real: Players making the move now have a little less control of the ball, which rewards good defense.

The artificial intelligence in 2K5, too, is moving up a grade to add much more subtlety to the game, particularly on defense. Players driving or making other offensive moves to the basket will adjust their shots in reaction to defenders. This will cut back on the dunk-fests as offensive players can be forced to change their shots mid air, but it should "feel" much more fun. Moreover, you'll also notice that defenders position themselves in relation to the ball on the court and face toward the ball as it moves around the circle. Not only that, but they'll also move into the best angles to intercept passes or cut off drives to the hoop.

NBA Live is likewise taking steps to smarten up the A.I. Defending the pro hop will work much better than it did last year—you'll actually need an open lane to initiate the move this season. But some of the most interesting changes are occurring on offense. In particular, moves for the inside game around the basket will be much improved. You'll be able to decide to grab a rebound, tip it back in, or go for a close-in dunk. Also, firing off jumpers will require pressing, holding, and releasing the shoot button to launch a shot at the height of your jump.



NBA Live 2005 is adding power to the inside game.



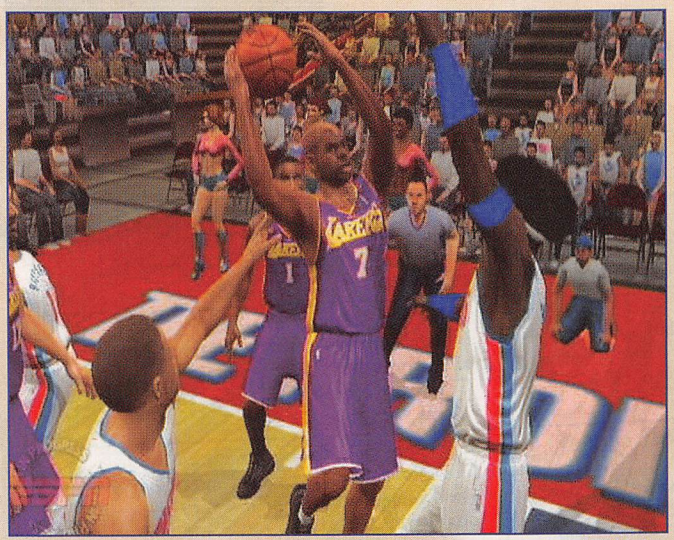
All player graphics are being rendered fresh for Live 2005.

Scouting Report	NBA Live 2005	ESPN NBA 2K5
STAR POWER	CARMELO ANTHONY. 'MELO LOOKS GOOD, BUT IS HE GOING TO REVEAL HIS "A" GAME?	BEN WALLACE. A PROVEN, WORKING-MAN'S PLAYER TO GO ALONG WITH ESPN'S WORKING-MAN'S PRICE TAG. SUPER BAD!
BASKETBALL AUTHENTICITY	PLENTY OF ACTION UP AND DOWN THE COURT. GAMEPLAY STYLE CAN BE TUNED TO MATCH THAT OF THE REAL TEAMS.	GREAT REFINEMENTS TO THE A.I. VERY GOOD STRATEGIC ADDITIONS TO COACHING MODE AND PLAYBOOKS.
DEFENSE	MIGHT HAVE TO FIGURE OUT MATCHUPS EARLY TO STOP RUNNING TEAMS. PUTTING THE CLAMPS ON THE PRO HOP IS A VERY GOOD THING.	FOR EVERY OFFENSIVE ACTION THERE'S DEFENSIVE REACTION. A.I. TEAMMATES PLAY SMARTER DEFENSE.
OFFENSE	RUN-N-GUN IS THE WAY TO GO. THE INSIDE GAME IS MUCH MORE CREATIVE AND EFFECTIVE.	SET OFFENSES AND PLAYS EFFECTIVE. NICE CRISP PASSING, TOO.
CONTROLS	ADDING TOUCH TO JUMP SHOTS IS GREAT, AND CUSTOMIZED DUNKING IS HELLA COOL.	ISOMOTION SYSTEM IS DEEPER THAN EVER. ON-THE-FLY PLAY CALLING IS A SNAP.
GRAPHICS	GOOD IMPROVEMENTS TO PLAYER MODELS. GREAT ADDITIONAL ANIMATIONS IN PASSING GAME. MARVELOUS DUNKS.	IMPRESSIVE DETAILS ON THE PLAYER MODELS RIGHT DOWN TO THE SWEAT. TOPNOTCH ANIMATION.
COMMENTARY	MARV ALBERT AND MIKE FRATELLO AT THE GAMES. KENNY SMITH AND ERNIE JOHNSON CALLING THE SLAM-DUNK CONTEST. EXCELLENT.	BILL WALTON WITH THE COMMENTARY, STEWART SCOTT IN STUDIO, AND MICHELLE TAFOYA ON THE SIDELINES. NOT BAD.

All-Star Weekend

Live 2005 is also playing up the NBA All-Star Weekend in a big way this season. All-Star events, including the Slam Dunk Contest, the 3-Point Shootout, the Rookie versus Sophomore challenge, and—oh yeah—the actual All-Star game itself, will be featured in a separate gameplay mode.

Much will be made of the slam-dunk event, which showcases a slick control scheme that busts some very cool moves. You can practice your dunks ahead of time to perfect your technique. Depending on the button combinations you choose, you can create unique dunks for every player in the contest. You can even bounce the ball off the backboard, the scoreboard, or any other fixed location in the arena.



In ESPN NBA 2K5, defensive pressure will cause players to change their shots in mid air.

The dunk contest has the potential to be entertaining and electrifying stuff, even if it's more of a game within a game. Adding to the atmosphere is a panel of NBA legends who hold up scorecards as they rate your dunks. Ernie Johnson and Kenny Smith do the voice-over (as they do in real life), and, man, will they skewer you if you mess up or miss.

The 3-Point Shootout is also getting all-star treatment. The new jump-shot mechanics mentioned previously really call for concentration, and they reward your ability to develop a shooter's touch and get quickly into "the zone." You'll be able to switch camera angles to get just the right aim. Moreover, participating players, including sharpshooters like Ray Allen, Reggie Miller, Steve Nash, Peja Stojakovic, Dirk Nowitzki, and others, will have their signature jump-shot styles showcased. And if you want to do some serious brick laying, you'll even be able to enter the contest as Shaquille O'Neal.

They Got Game

At this point, NBA Live 2005 and ESPN NBA 2K5 are rolling into the season very evenly matched. 2K5 feels like it's continuing its focus on basketball gameplay from last year. Additions to the control schemes and the court smarts of the A.I. will attempt to bring some impressive refinements to the game. NBA Live is punching up the cool factor with its All-Star Weekend blowout while still looking to improve its b-ball with nice additions like user-controlled rebounds, put backs, and better defensive A.I. With its $19.99 price tag, ESPN gets an obvious edge so far, but at this stage of the game, you'd hate to live on the difference between the two.

All screens shown here are from the Xbox version.

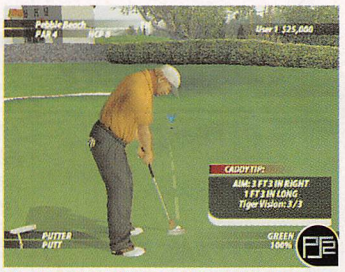
THREE TEE OFF

This season's trio of golf games face off on the fairway.

TIGER WOODS PGA TOUR 2005

Tiger Woods PGA Tour 2005 is the kind of huge game that's easy to lose yourself in for weeks and months on end, sparkling with a ridiculous array of ways to play, great controls, and more unlockables than you can count. The mix offers both lighthearted, arcade fun (like the exciting Battle Golf) and authentic, serious golf for hardcore players, ranging from a mock PGA Tour season to battles against legendary golfers like Palmer and Nicklaus. Of course, the season can't exactly mimic the real PGA Tour because the game can't include all those courses, but it checks in with eight new licensed courses and two fantasy ones for a total of 14.

Playing the "legends" is new this year, and Tiger 2005 uses it to fine effect, pitting you against them in a series of fun mini-matches and full-blown tours. Online support also swings big with two-player head-to-head competitions and tournaments. And the sharp real-time events calendar returns, using your system's clock to serve up themed events that connect with the calendar.



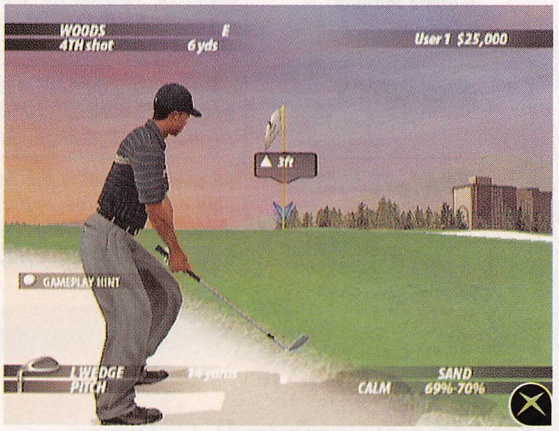
The new Tiger Vision putting aid helps you drain even long putts, but you can use it only a few times every 18 holes.

ON THE FAIRWAY

Creativity also plays a big role in Tiger 2005. The GameFace II mode lets you delve deeper into an unheard-of level of detail in player creation, while Tiger Proofing takes the sandbox action to the courses. You can't create courses, but you can tweak them with a predetermined palette of options and assemble your favorite holes into your own Dream 18. Great stuff.

Supple swing controls make using the analog stick to uncork your swing both a joy and an engaging challenge. You can use arcadey elements to power up and spin your shots, or you can turn them off and play it straight.

The PS2 and Xbox versions are virtually identical (EA didn't make the GameCube version available at press time), so it really comes down to picking the controller you prefer. The graphics are sharp on both, mixing astounding player models with just plain good course graphics that, in some cases, could use a bit more pop. The commentary remains the best in sports games, dividing its time between laugh-aloud humor and helpful advice.



The new Tour Difficulty setting is unlocked once you reach 7% game completion, and it adds an excellent, much-needed layer of depth and challenge.

IN THE ROUGH

Tiger 2005 is not a perfect game, though. The worst design decision is forcing players to unlock the excellent new Tour Difficulty, which should have just appeared in the Options menu from the beginning. What if you're good after playing last year's a lot? Or you just learn quickly? Then you have to trudge through a slew of tediously easy games until you're granted the right to play at your level.

Putting also continues to lack gameplay depth. Visually, all the greens look as flat as pancakes, but a dotted white line tells you how the ball will break. Over time, you have to become a god at the art of tweaking these white lines to sink putts. It's a shame that EA didn't spend some graphics-processing power to actually show you 3D greens and let you eyeball putts yourself.

Neither of these flaws should prevent anyone from plunging into this game—they're the kind of niggling but key details that you hope will be addressed in Tiger 2006. In the meantime, there's enough stellar gameplay in Tiger 2005 to earn a spot atop everyone's leaderboard as one of the fall's brightest stars.—*Air Hendrix*

Also on the GameCube

E ■ Developed by EA Redwood Shores ■ Published by EA Sports ■ $49.99 ■ Available now ■ Golf ■ 4 players

GAMEPRO EDITORS' CHOICE

PS2	GRAPHICS	4.0	FUN FACTOR 4.5/5
	SOUND	4.5	
	CONTROL	4.5	
XBOX	GRAPHICS	4.5	FUN FACTOR 4.5/5
	SOUND	4.5	
	CONTROL	4.5	

SCORECARD	PROS:	CONS:
Tiger Woods PGA Tour 2005	- Amazing depth—a huge game with lots of ways to play - Online play includes head-to-head golfing - Real PGA golfers with great player models	- Weak putting - Bland course graphics - Absurdly difficulty settings must be unlocked
Hot Shots Golf Fore!	- Miniature golf! - Easy enough for beginners but lots of depth for golf veterans - You can't beat the friendly taunts during multiplayer games	- Online play doesn't even make par - Gameplay feels exactly like that in the past three Hot Shots games - Computer opponents frequently make unreal shots
Outlaw Golf 2	- Lots of T&A...if you like that sort of thing. - An insane amount of mini-games and side challenges - You can beat up your caddie.	- It's impossible to read the green. - Inconsistent ball movement and placement - Limited amount of commentary and character animations

CONTINUED ▶

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HOT SHOTS GOLF FORE!

After three successful outings, it's hard to think what else Sony can do to the next Hot Shots Golf game to make the series even better. With some visual tweaks, an addition of an old favorite mini-game, and a brand-new control scheme, Fore certainly tees off in the right direction while preserving its track record. Too bad the online gameplay lands in the rough.

TWO TO TANGO

Fore retains the simple pick-up-and-play golf mechanics that have made the Hot Shots games so accessible and popular over the years. Forget about using the hypersensitive analog sticks to swing like the other golf games—it's always been about tapping the button at just the right moment to get that "Nice Shot." This year, developer Clap Hanz has introduced an even simpler system of whacking the ball. Instead of the normal three button presses, you can now choose to smack the ball with just two button taps. In exchange, you can't hit the ball as far—but for beginners, who cares?!

Visually, Fore is as sharp as any of the previous Hot Shot games. Cartoony characters and their quirky caddies are all wonderfully detailed in colorful outfits, while the courses sport lots of diversity in layout and design. And who can't resist taunting your teammates with rude and hilarious comments at each hole. The sounds definitely remain a high point in this series.



Poking fun at your opponent on the green is tradition in Hot Shots.



PROTIP: Don't forget to swing just a bit harder when you're stuck in the rough or a sand trap.



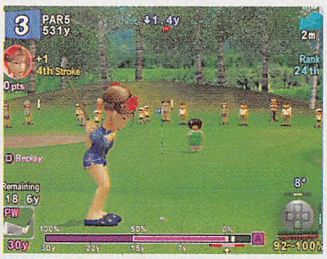
Who can resist a round of miniature golf?

ONLINE HOOK

Another high point in Fore is its fun rounds of miniature golf. Strangely absent from the series since the first Hot Shots, this cool, tricked-out putting course finally returns with even more challenging obstacles and layouts.

The big drawback with this year's Hot Shots series, however, is its online component. Saying that you actually play with other people online is somewhat inaccurate, though. Yes, up to 50 other people can play in a real-time tournament at one time. You can't see anyone else hack away, nor can you taunt them like you would in the normal multiplayer setup. Instead, you're forced to play each hole alone, then wait in a lobby until everyone's done. The only interaction you have with other players is the ability to type short messages to them. Playing online is literally just posting your best score and letting everyone else see it in real time. What fun is that?

Even with the online mishap, Hot Shots Golf Fore is still a great play. The game has just enough new features and improvements to make it the best Hot Shots game yet.
—*Four-Eyed Dragon*



PROTIP: There isn't a flop shot, although putting backspin on the ball will certainly stop the ball in its place once it lands.

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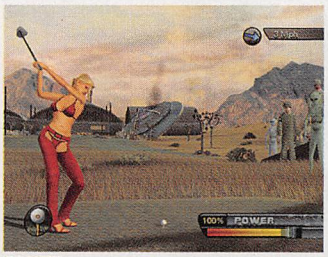
E ■ Developed by Clap Hanz ■ Published by Sony
■ $39.99 ■ Available now ■ Golf ■ 4 players; 50 online

GRAPHICS	4.5	FUN FACTOR	4.0
SOUND	4.5		
CONTROL	4.5		

OUTLAW GOLF 2

There's something to be said for games that are aimed solely at guys. Maybe it's the scantily clad women or the juvenile antics that you perform or even the wackiness injected into a sport that's normally seen as reserved. It's some kind of formula that guys of all ages are attracted to, and in this golf game, it's the combination of all three. Too bad that's all there is.

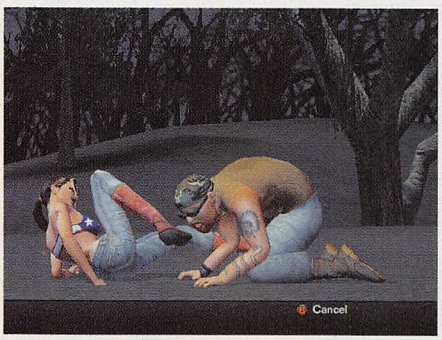
At its core, Outlaw Golf 2 continues the outrageous mischief on the green right where the first one ended. You again play as colorful golfers from all walks of life, including a wannabe rapper, motorcycle babe, and suave gigolo. Part of the fun is watching everyone's humorous club swings and listening to their foul mouths after shanking a ball. Sadly, the jokes start repeating after the front nine.



PROTIP: Aim for the top part of this downed UFO, and your ball will ricochet perfectly over the fence, setting you up for an easy shot onto the green.

Similarly, when it comes to Golfing 101, Outlaw Golf 2 fails. While the tried-and-true analog-stick swing remains solid, the rest of your swings are misplaced with the troubling Composure meter and an impossible-to-read putting green. Forget about consistent pitching and flopping—balls can go awry at any given time.

To its credit, Outlaw Golf 2 does contain a host of varied ways to play golf and lots of imaginative mini-games to mix up the gameplay. Still, it's not enough to even make par.—*Four-Eyed Dragon*



Beating up your caddie remains a high point in Outlaw Golf 2.

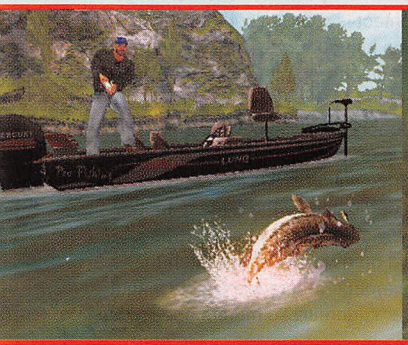
RP ■ Developed by Hypnotix ■ Published by Global Star
■ $19.99 ■ Available October ■ Golf ■ 4 players

GRAPHICS	3.5	FUN FACTOR	3.0
SOUND	3.0		
CONTROL	3.0		

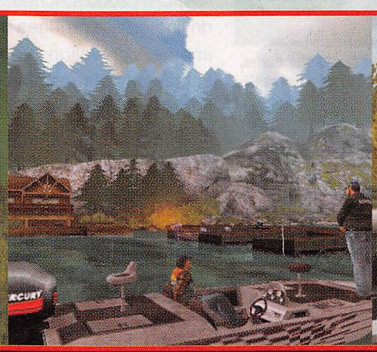
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NASCAR 2005: Chase for the Cup

A fantastic new career mode and uneven pack A.I. combine for a bumpy but intense ride in NASCAR 2005.

EA Tiburon has spent a year toiling with the whirling-dervish intensity of a pit crew scrambling through a four-tire change, and that effort has paid off with a massive overhaul in the freshly renamed NASCAR 2005: Chase for the Cup. A dazzling new career mode called Fight To The Top is the star of the show, but some wonkiness in how the pack drives in response to the new hero/villain ratings takes some of the wind out of NASCAR's sails. It's an amazing overhaul, but it falls one key ingredient short of greatness.

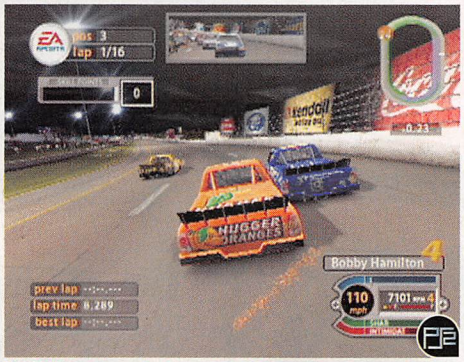


PROTIP: If you're doing well in the closing laps of a race, strive to sit in second place and share draft to keep the leader calm. In the last lap, drill him in a corner and take the lead.

When the White Flag Drops

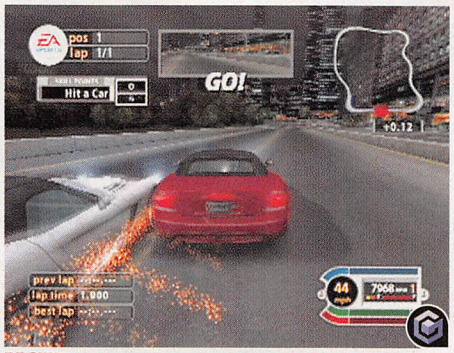
A rich evolution of the career mode popularized by NASCAR: Dirt to Daytona, NASCAR 2005's Fight To The Top mode is the kind of absorbing experience that should intrigue race fans of all stripes. Its variety, depth, and breadth of options are jaw droppers. You start as a freshly scrubbed rookie in the Featherlite Modified series, working your way up over time through the Craftsman Truck, Busch, and Nextel series. Along the way, you'll run test sessions for other teams, settle your differences with other drivers by racing production cars on city streets, and even sign autographs for fans. You can remain a driver in all four series if your schedule permits, worrying only about your performance on the track, or you can spend your winnings to buy a team. Owners manage an enormous level of detail, ranging from staffing to sponsors to car construction. Progress is slow but satisfying, and this mode gives you a great reason to play this game for a long time.

The lone flaw in Fight To The Top is that you must lock in key settings at the start—difficulty, driver assists, yellow flags, and more can't be changed once you begin, which becomes an absurd and frustrating limitation as your skills and tastes change over time. For a less intense experience, NASCAR 2005 also offers a fine standard Season mode, a Chase for the Cup mode that drops you into the shootout during the season's last 10 races, and four-player online matches on the PS2 and Xbox.



PROTIP: In the early days of Fight To The Top, focus on just staying alive in the first one to two laps of each race as the pack tends to lose its marbles a bit. After that, it's safe to start battling for position.

The Xbox version is the best of the bunch, offering the cleanest, most fluid visuals. The PS2 and GameCube editions have a slightly choppy feel—but as in years past, this game doesn't deliver the eye-popping sensation of speed that you'd expect.



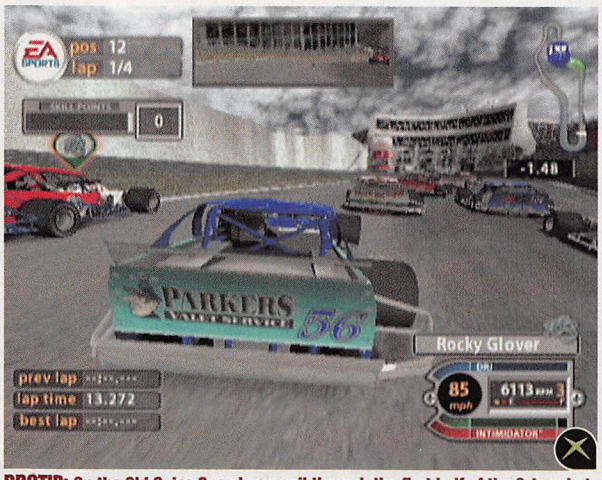
PROTIP: In shootout races like the one that opens the game, it's highly advantageous to put your opponent into the wall right off the start line.

Gentlemen, Start Your Grudges

NASCAR 2005's Achilles heel is the impact of its rivals/allies system on the pack. Collisions or rough driving create grudges between you and other drivers, but any contact is always your fault—when another car wallops you, that driver gets mad at you…because he hit you. Over time, particularly in the early stages of your career when you're driving a slow car and scrapping for every position, it feels nearly impossible to avoid pissing off much of the pack. Once you become a serious villain, races become a bumper-car affair where opponents drill you all the time.

A pack that responds to each race's events is an outstanding concept that should elevate the gameplay, but NASCAR 2005's execution of it is too unbalanced to create the hoped-for effect. Having buttons dedicated to the fantasy tactics of "intimidating" opponents or "sharing draft" only strips away another layer of authenticity. In NASCAR 2006, EA Sports would do much better to ditch these artifices in favor of highly tuned pack A.I. that responds to a race's events with a natural, lifelike feel, rather than burying the player in unrealistic meters and icons.

That said, many race fans and NASCAR fans will find the spectacular Fight To The Top mode so compelling that they'll be willing to fight the good fight against the pack. This NASCAR series got a whole lot better this season, and with the right tuning, next year it could achieve Madden-like greatness.—*Air Hendrix*



PROTIP: On the Old Spice Speedway, sail through the first half of the S-turn but brake hard for the second half.

E

- Developed by EA Tiburon
- Published by EA Sports
- $49.99
- Available now
- Racing
- 4 players

PS2	GRAPHICS	4.0	FUN FACTOR 4.0/5
	SOUND	4.0	
	CONTROL	4.0	
XBOX	GRAPHICS	4.5	FUN FACTOR 4.0/5
	SOUND	4.0	
	CONTROL	4.0	
GC	GRAPHICS	4.0	FUN FACTOR 4.0/5
	SOUND	4.0	
	CONTROL	4.0	

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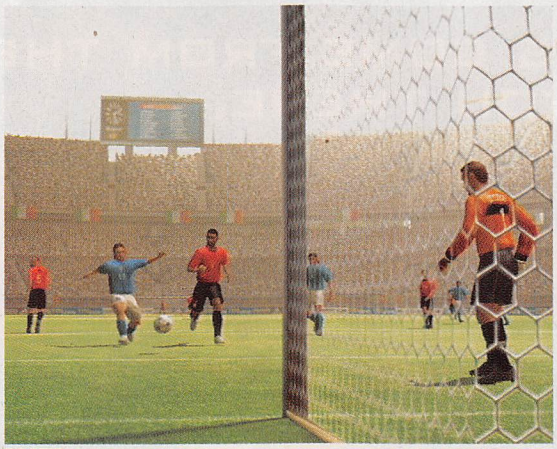
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FIFA 2005

The fight for supremacy between EA Sports and Konami's soccer franchises is starting up once again, and FIFA 2005 has kicked it off in what will potentially be the closest match up yet.



PROTIP: Don't hesitate to shoot once inside the penalty box. Having the shot bar a tad below halfway is ideal.

Fancy Footwork

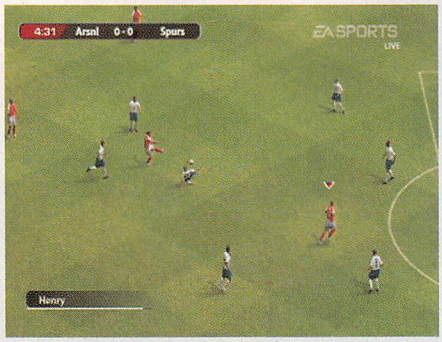
In terms of core gameplay, FIFA 2005 is easily the best FIFA ever, surpassing Winning Eleven 7. The slow, rigid, and technical playing style from last season has been dramatically revamped, and ball control and passes are now seamless—players don't just kick it to each other's feet but actually anticipate what course and direction is the most optimal. The game seems to predict where and how you want the passes executed, rarely passing to the wrong player or in the wrong direction. Set plays and other technical trimmings are still in, but with such responsive controls, they aren't even necessary most of the time.



PROTIP: Draw in defenders when approaching the goal area, and then pass the ball to a teammate, who will usually anticipate and run head.

World Soccer, Minus a Continent

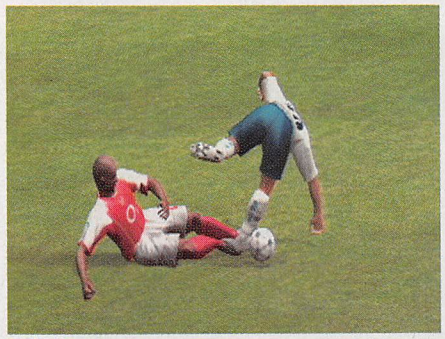
The biggest downside for 2005 is its focus on professional leagues. China is the only national team offered in Asia, perhaps showing that EA Canada is content with leaving that region (and its sales) to Winning Eleven. The addition of lesser professional leagues in lieu of national teams hints that the game caters specifically to Europe and the Americas, where, not surprisingly, game sales were highest. Other irks include the essentially nonfunctioning offside traps, über goalies for top teams, goalies occasionally catching pass backs, and generic A.I. across all teams.



PROTIP: Press the pass button right before the ball reaches you to immediately pass to another player, making ball movement continuous.

The franchise still needs to catch up in the graphics and sound department when compared to those in Winning Eleven—visuals show only a marginal improvement over the previous game's, sharing the same androidesque personality as 2004's. Subdued crowds and stoic announcers fail to capture the game's intense emotions, sounding more like a slightly riled-up golf game than a sport that fans and dictators kill over.

FIFA 2005 is by no means a perfect game—however, it's quite addictive and has the best controls for any soccer game so far. Although you can't recreate an Asian Cup or an Africa World Cup with its spartan international lineup, the career mode will easily keep you hooked long enough until the next installment kicks in.—*Funky Zealot*



PROTIP: Slide tackles in general only mean foul trouble, especially if done from the side. Have your player float around the ball, and you can usually take possession.

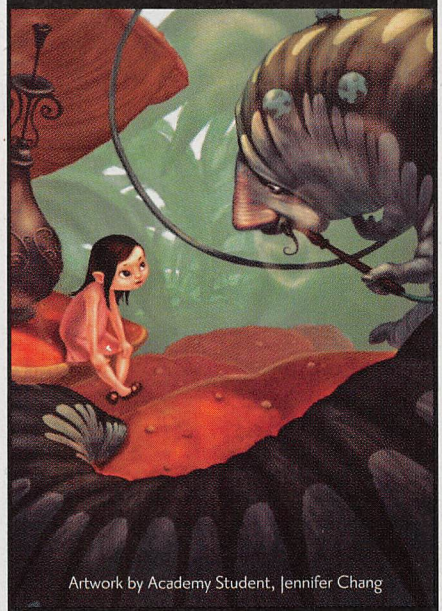
E
- Developed by EA Canada
- Published by EA Sports ■ $49.99
- Available October ■ Soccer ■ 2 players

All screens shown here are from the Xbox version.

GAMEPRO EDITORS' CHOICE

PS2	GRAPHICS 4.0 SOUND 4.0 CONTROL 5.0	FUN FACTOR	4.5/5
XBOX	GRAPHICS 4.0 SOUND 4.0 CONTROL 5.0	FUN FACTOR	4.5/5

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The Lord of the Rings: The Third Age

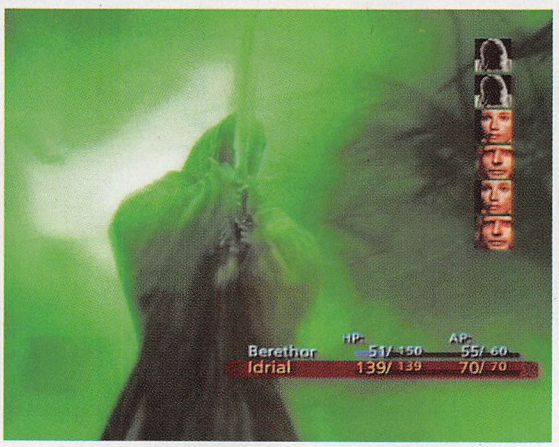
The last time a North American game maker tried to beat Square's Final Fantasy at its own game was THQ's The Aidyn Chronicles, and bringing up that N64 "classic" to the average gamer nowadays results in quizzical stares and the occasional naughty word or two. EA is threatening to change all that with its latest *Lord of the Rings* game (its first one since the movies), and judging by the preliminary PlayStation 2 version of The Third Age, Square could finally have some serious competition on its hands.



You Shall Not Pass, Nomura

The Third Age does let you take on the role of Fellowship characters like Gandalf and Aragorn from time to time, but the real hero here is Berethor, a man from Gondor who is sent out by his lord to fetch fellow citadel guard Boromir. This eventually leads him to the Fellowship, but at the start of the game, you and your first few companions (elven priestess Idrial and the Aragorn-like ranger Elegost) have your hands full traversing the caverns of Moria and fending off attacks from the Ringwraiths and other nasties blocking your trail.

The gameplay is tremendously simple to explain: it's Final Fantasy X, period. You have your great big overworld (which Berethor traverses on horseback); you have your twisty dungeon areas with individual maps connected by arbitrary portals; you have your random encounters; and you have your turn-based battle system, complete with summons and combo attacks.

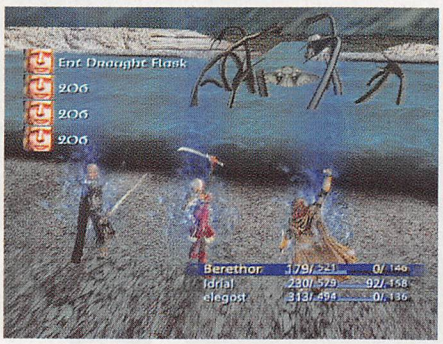


Po-ta-toes

Sounds like a clone job, then, doesn't it? Well, not quite: The gameplay's the same, yes, but the atmosphere is completely different. From the meticulously detailed backdrops to the remarkable animation variety in battle, the faithfulness to *The Lord of the Rings* movie series is astounding to see in The Third Age—and the story cards you find within the game (extra movie scenes narrated by old Gandalf himself, Ian McKellan) only serve to immerse you further into the universe.



While work still remains to be done on the game's sound and difficulty tweaking, The Third Age already looks like a contender for the hearts and minds of RPG fans. You won't find any self-loathing 14 year olds with 20-foot-long swords running around here—just a promising role-playing game with one of the most dearly loved stories in the world behind it.—*Clockwork Crow*





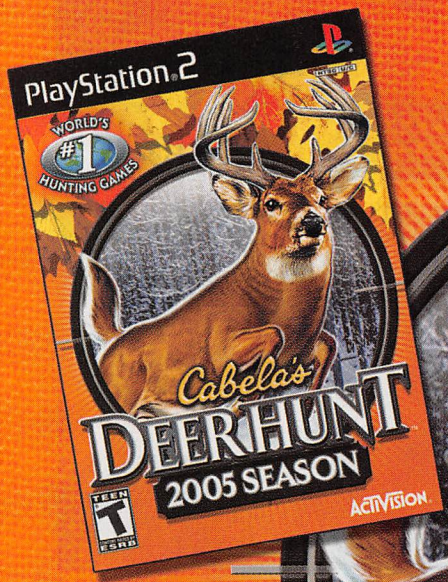
- **Hands-On**
- **Developed and published by EA Games**
- **Target release date: November**



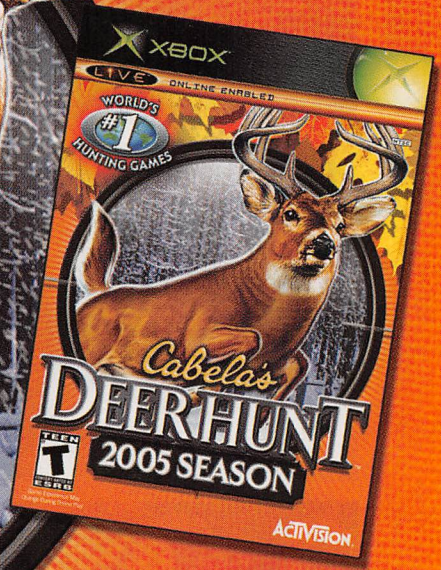




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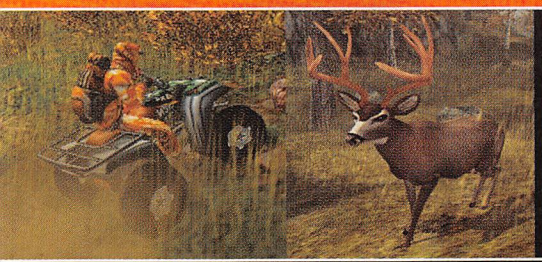






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The Bard's Tale

A wise man once said that imitation is the sincerest form of flattery. A more cynical man said, "screw that" and invented parody. So now we have this strange thing known as The Bard's Tale, a sort of Monty Python–like Baldur's Gate: Dark Alliance and as clear an indication as any that RPGs really have come full circle. But The Bard slings jokes and sarcasm just as well as rocks and arrows; and despite the heavy dose of self-deprecating wit, the gameplay still takes itself pretty seriously.



Laughter Is the Best Healing Spell

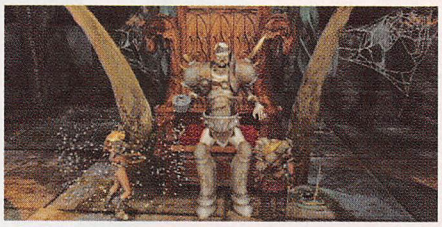
Even though the game handles a lot like Baldur's Gate: Dark Alliance, Champions of Norrath, or any number of games built on the Snowblind action/RPG engine, The Bard actually leans a little more on the RPG side than those other games—it features more exploration (including an overworld map with random encounters), a lot more story, and a more traditional character-growth system. The Bard's stats are customizable, and the game's talent system lets you decide whether you're going to be a two-handed sword expert, a dual-wieldin' fool, or a more defensive player with all sort of special parrying and countering skills.



The Bard's secret weapon may actually turn out to be the "summoning" system, which lets you form your own little EverQuest parties of NPCs to help you through the game. There's a good deal of strategy involved in deciding who should be in your party for each situation—a fire elemental to scorch things from a distance, a healer to keep everyone's HP on the level, a lightning bug to light up the darkness, a rogue to hunt down traps in dungeons, an arrow-firing amazon, a heavy-handed fighter to act as a tank, and several more that can evolve and change as the game goes on. The Bard is no slouch, but he'd be toast without these helper monkeys.





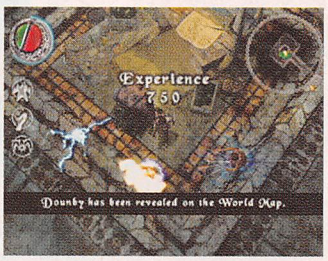




Razor Wit

Anyone who has even a little bit of love for RPGing will find lots of familiar facets skewered—ancient corpses that come to life when you take the important item they grasp, the plight of "The Chosen One," three-minute time limits randomly imposed on battles. But even if the humor winds up falling flat or not flying frequently enough, fret not: It seems there's still an actual big, cool game buried under the cynical surface.—*Star Dingo*

- **Hands-On**
- **Developed and published by inXile**
- **Target release date: November**

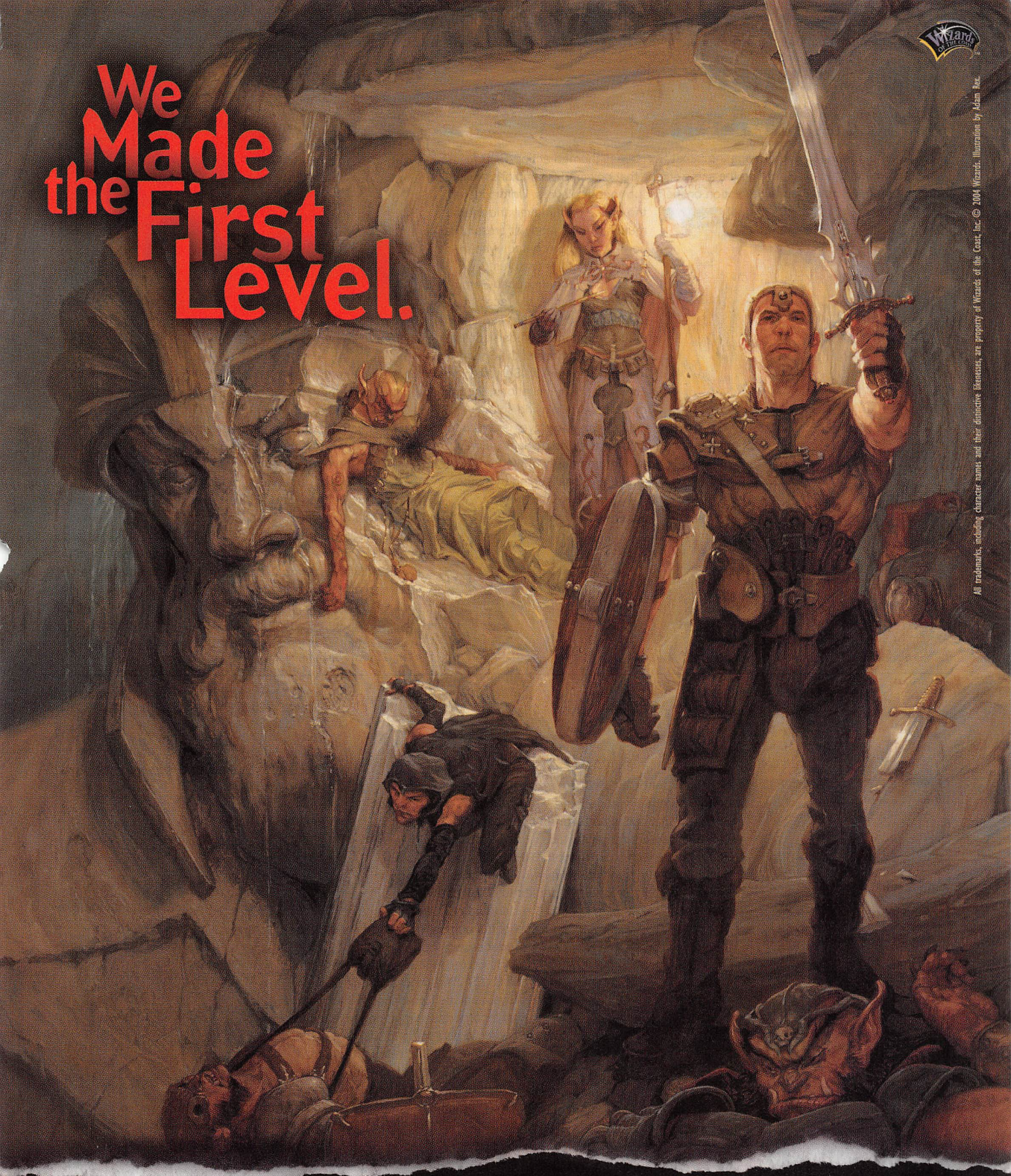












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Champions: Return to Arms



Champions: Return to Arms is the latest EverQuest-themed action/RPG from Snowblind Studios. Based on the same engine that powered Champions of Norrath, Return to Arms will push the action online for up to four players. Unfortunately, the online multiplayer and medal rounds weren't ready at press time, so we had to be content with exploring the offline features.



The preview introduced Return to Arms' new playable races, the Iksar and the Vah Shir. The Iksar are lizard shamen whose spells are similar to those of the Shadowknight, while the Vah Shir are gigantic feline berserkers with strong attack skills but poor defenses. They have their limitations, though, and in this build they felt better suited for augmenting a team rather than for playing solo.



Early on, the player is presented with a choice: to pursue a good or evil path through the game. Once made, the decision is irrevocable. In either case, quests lead the player through planar gates and into a variety of worlds. The few planes that were available in the preview introduced imaginative and challenging monsters. In the Plane of Water you encounter frogmen, Cyclopes, and a mermaid, while the Plane of Invention contains mechanized monsters and claustrophobic junk-heaps.



Graphical upgrades are apparent in the environments and characters; the camera zooms in nice and close to show off the details. The new features improve the experience, and Return to Arms looks like it will be a solid continuation of the series.—*Super8 Samurai*

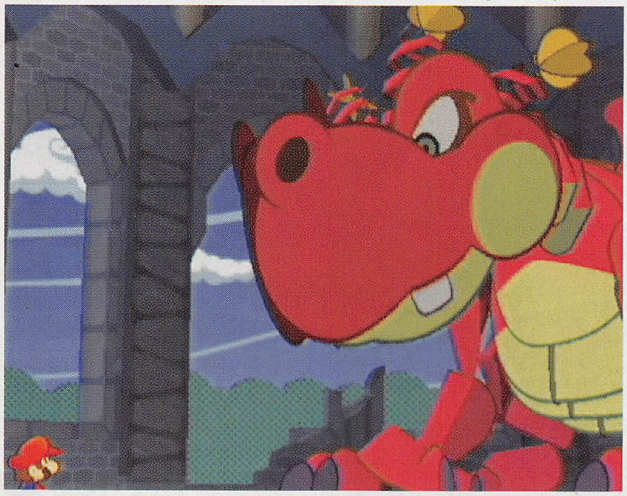
■ **Hands-On** ■ **Developed by Snowblind Studios**
■ **Published by Sony Online Entertainment**
■ **Target release date: February**

Paper Mario: The Thousand Year Door





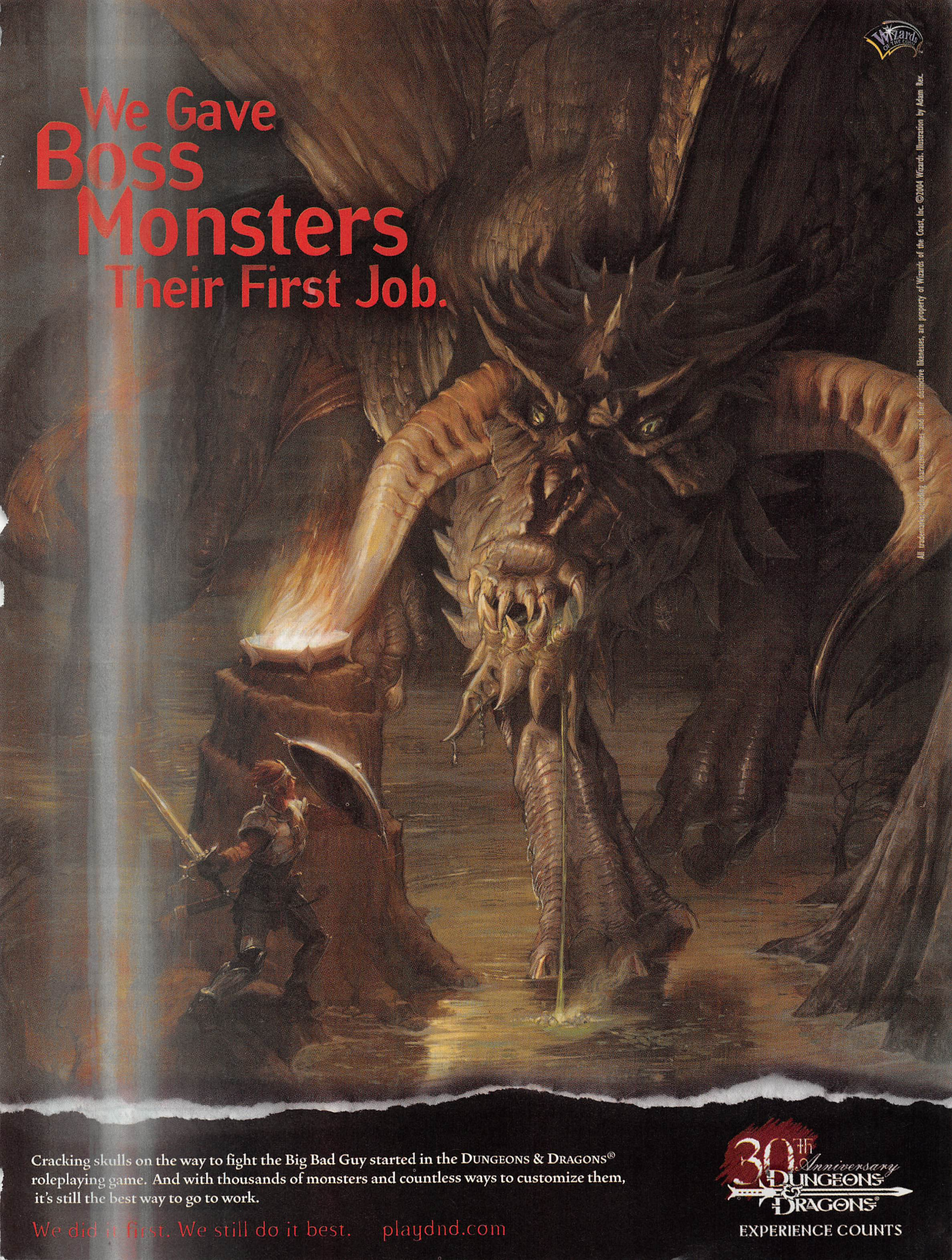
Nintendo is fixin' gamers up a hot plate of deliciously absurd planar goodness. Paper Mario is a pretty weird concept that opens up surprising new doors in play mechanics and delivers some hilarious sight gags that would never be possible with a conventional RPG...3D platformer...uh, what kind of game is this anyway? Typical to Nintendo's genre-bending methods, Paper Mario: The Thousand Year Door seeks to expand beyond the standard domain of your average RPG by incorporating a delightful number of action-oriented features. Borrowing heavily from its predecessors (both the original Paper Mario on the N64 and Mario RPG on the SNES), The Thousand Year Door employs a unique turn-based battle system that incorporates timed controller input in order to add some excitement. If you hit just the right sequence of buttons at just the right times, you might do some extra damage, avoid an enemy's attack, or even counter said enemy with some damage dealing of your own! The Thousand Year Door also sports an interesting "Badge System" whereby our flat fortune hunter can upgrade his toolbox of baddie-bashing attacks.





But what would a Mario adventure be without Mario's buddies? While many of Mario's perennial pals make cameos, his playable cohorts are all new faces, complete with their own special attacks and upgradeable abilities. Look for this poignant yet hilarious title on store shelves this October.—*Strafe Maru*

■ **Hands-On** ■ **Developed and published by Nintendo** ■ **Target release date: October**


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EXPERIENCE COUNTS

Fable

Peter Molyneux's Fable places personality and fame above combat and spells, but still contains action aplenty.

Über-geek Gary Gygax, creator of Dungeons & Dragons, is often heard ranting in a surly manner about the use of the term "RPG." He laments that the video games dubbed "RPGs" by corporate marketing machines lack any semblance to the pastime whose name they've co-opted. Fable, a landmark effort from Lionhead Studios, succeeds where many computer RPGs fail; namely, it makes you feel like you're participating in the creation of a great story.

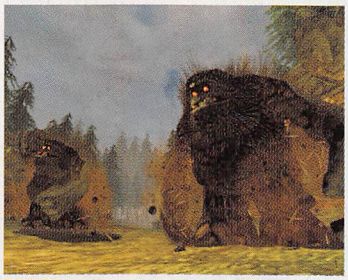


Your alignment is reflected in your appearance, hence the devil horns on this evil mug.

The Hero with a Thousand Faces

Though it contains many standard mythological archetypes, Fable gives players unique ways to interact with the story. A Sims-ish communication system provides the foundation for role-playing in Fable with iconic expressions (laugh, flirt, sneer, etc.) that elicit physical and verbal reactions. Dialogue trees are nonexistent, but characters with quest information deliver informative monologues followed by a simple yes/no choice. Rather than merely filling in a map and hacking up monsters, Fable encourages you to explore the fabric of social interactions that make up the game world. As time passes, your character ages, scars, marries, buys a home, and gains renown. You're writing your own "hero's journey," and it can go just about any way you want.

The game is structured around a main story, but you also have the option to accept side quests or just roam freely about the land. The freewheeling surprises are where Fable really shines, but even within the surprisingly short main story, there exists a diversity of challenging obstacles and enemies. Before each quest, you're given the opportunity to make boasts that will earn you extra gold and renown. Common boasts include completing the quest without protection or weapons, or totally unscathed. At the end of major quests, you receive a trophy, which can be showed off for even more renown and finally mounted on a plaque to increase your home's value.



PROTIP: Trolls aren't so tough—use a Slow Time spell and then unleash your most damaging attack repeatedly.



Evil knows no chill in Fable, for nothing is colder than a heart of stone.



PROTIP: Demon Doors guard secret areas that contain the best booty—but they open only when their demanding conditions have been met.

Project Ego, Indeed

You can choose to quaff ale and play drinking games, woo maidens (or longshoremen) of virtue true, become a merchant or landlord, steal and kill for fun—the choice is yours, but your decisions are not without their repercussions. Unfortunately, after a while, most of the villagers start to feel one dimensional and your interactions formulaic. For example, getting random townsfolk drunk and watching them stumble around is funny but becomes an end unto itself rather than a clever way to, say, extract information or steal a wallet. Still, Fable provides entertaining anecdotal situations that people will enjoy telling each other about as they explore Albion's towns and wilds.

There's a steep learning curve for the many complex controls, but the beginning stages of the game provide tutorials and opportunities for character back-story. Though the renown system is the game's main innovation, combat definitely holds up its half of the sky. Melee and ranged attacks are available, along with a diverse offering of spells and weapon augmentations. Visually, Fable is a brilliant work of artistry that is perfectly accompanied by magical orchestrations (some by Danny Elfman) of joy and wonder. The only technical problems are in the controls, with occasional lags in responsiveness. Targeting spells and ranged weapons can also be problematic, but are on the money most of the time.

N'est Pas une Pomme

Console RPGs are finally getting a healthy dose of actual role-playing. Fable champions the cause by creating a game in which building renown and developing your character's personality are paramount to combat and spell slinging. After four long years in the making, Fable can finally take its rightful place in the sacred canon of CRPGs.—*Super8 Samurai*

ESRB M

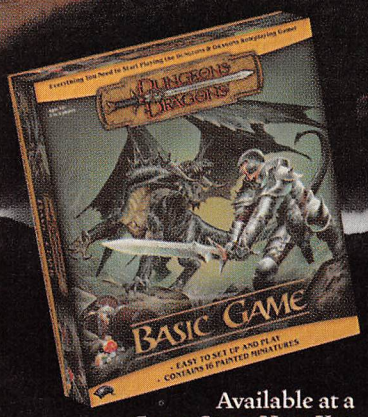
■ Developed by Big Blue Box/Lionhead Studios ■ Published by Microsoft ■ $49.95 ■ Available now ■ RPG ■ 1 player

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GAMEPRO EDITORS' CHOICE

GRAPHICS	5.0	FUN FACTOR	4.5
SOUND	5.0		
CONTROL	4.0		

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Mega Man X: Command Mission

It looks like Capcom is off to a decent start with its most recent twist to the Mega Man franchise, taking it away from the action genre and into the realm of good, old-fashioned turn-based role-playing. The formula is simple, and Mega Man X: Command Mission targets younger gamers who might be new to RPGs.



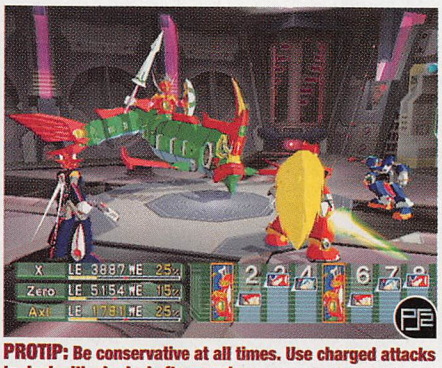
PROTIP: Much like the bosses, bots of menial significance have a means to a quicker end.

The Man in Blue

Yep, all your X characters are here, including X, Zero, and Axl, shining ever so bright with their vibrant basic colors (red, yellow, blue, etc.) and cel-shaded look. Mega Man fans will be pleased to know that bosses play as big a role in this game as they have in the others. But as well detailed as the characters are, as cool and menacing as their designs appear, and as theatrical as the swelling music is, the kiddy dialogue that passes between characters makes it instantly clear for what age group this game is aiming.



Mega Man X embarks on the path of the unknown—role-playing!



PROTIP: Be conservative at all times. Use charged attacks to deal with single, hefty enemies.

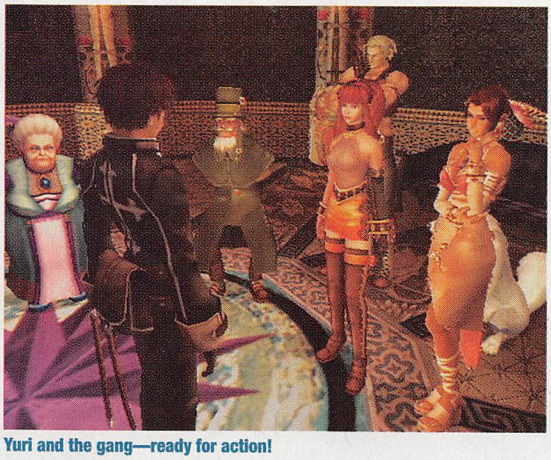
As far as gameplay goes, Mega Man X: Command Mission brings nothing new to the RPG table other than a combat system that isn't necessarily outstanding—just different. The game features a few light puzzles to solve as you go through stages as well as unique ways to power up your characters, but the pieces and parts of these systems have appeared in other role-playing games in one form or another.

Bringin' the X

Sticking to a basic and virtually flawless RPG format isn't necessarily a bad way to introduce X and his friends to a turn-based style of gameplay. Command Mission might not exactly be topnotch when measured up against better-known RPGs like Final Fantasy. But as well developed as it is, it should still prove worthy so long as it doesn't fail to capture the essence of Mega Man.—*Test Monkey*

	GRAPHICS	3.5	FUN FACTOR 3.5/5
	SOUND	3.5	
	CONTROL	3.5	
	GRAPHICS	3.5	FUN FACTOR 3.5/5
	SOUND	3.5	
	CONTROL	3.5	

ESRB T ■ Developed and published by Capcom ■ $49.99 ■ Available now ■ RPG ■ 1 player



Yuri and the gang—ready for action!

Shadow Hearts: Covenant

Midway is taking another stab at dark role-playing in its Shadow Hearts sequel, a tale of martial talent and enchanting wizardry that has garnered an unexpectedly large fan base in its motherland. With splendid visuals, new fighting innovations, and a snappy sense of humor that anyone can comprehend, Shadow Hearts: Covenant dazzles you every step of the way.

Newfound Glory

In Covenant, a combat system that utilizes what's called a Judgment Ring puts the player in control of the outcome of every battle. The Judgement Ring resembles a dial very similar to those found in most sports games involving precise attempts in scoring—a successful attempt depends on the player's ability to time his actions; so good-bye, random dice rolls. The Judgment Ring can be totally customized to accommodate your needs—for example, you can make your Judgement Ring more flexible by sacrificing any chance of casting critical hits upon your opponents.

Although the story has been built on a linear map, you easily become sidetracked with a truckload of mini-quests. There are puzzles no matter where you go, and they range anywhere from simple to ridiculous in difficulty. The humor keeps your mind tuned in—the jokes are easy to catch (kind of rare for a Japanese import), and a good amount of them may actually leave you LOL (Laughing Out Loud).

As far as the game's presentation goes, the graphics are simply gratifying as each character stands out with their unique details. The music gets dramatic during every battle, and the sounds do a lot to complement the snazzy special effects.



PROTIP: Take every chance you get for a four-person combo when you're in the clear. Only then will Combo Magic, which does considerable amounts of damage, be enabled.

The Path of Righteousness

If you've already played the first Shadow Hearts, you won't want to miss out on where the story takes you a year later. Meanwhile, some retail stores are selling bundle packages containing both Shadow Hearts games, so even if you didn't catch the first, here's your chance.—*Test Monkey*

GAMEPRO EDITORS' CHOICE

GRAPHICS	4.0	FUN FACTOR 4.5/5
SOUND	4.0	
CONTROL	4.0	

ESRB T ■ Developed by Nautilus ■ Published by Midway ■ $49.99 ■ Available now ■ RPG ■ 1 player

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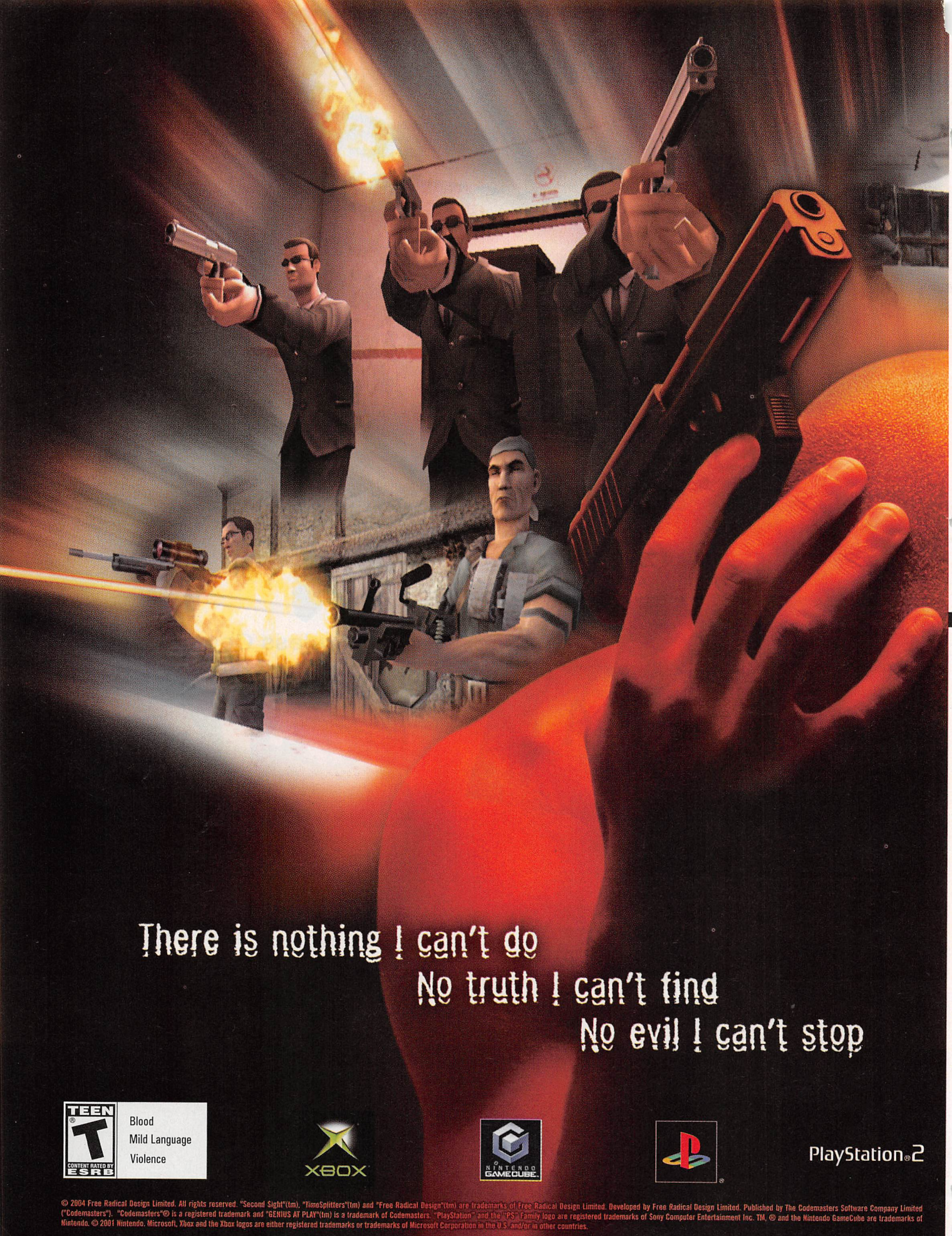
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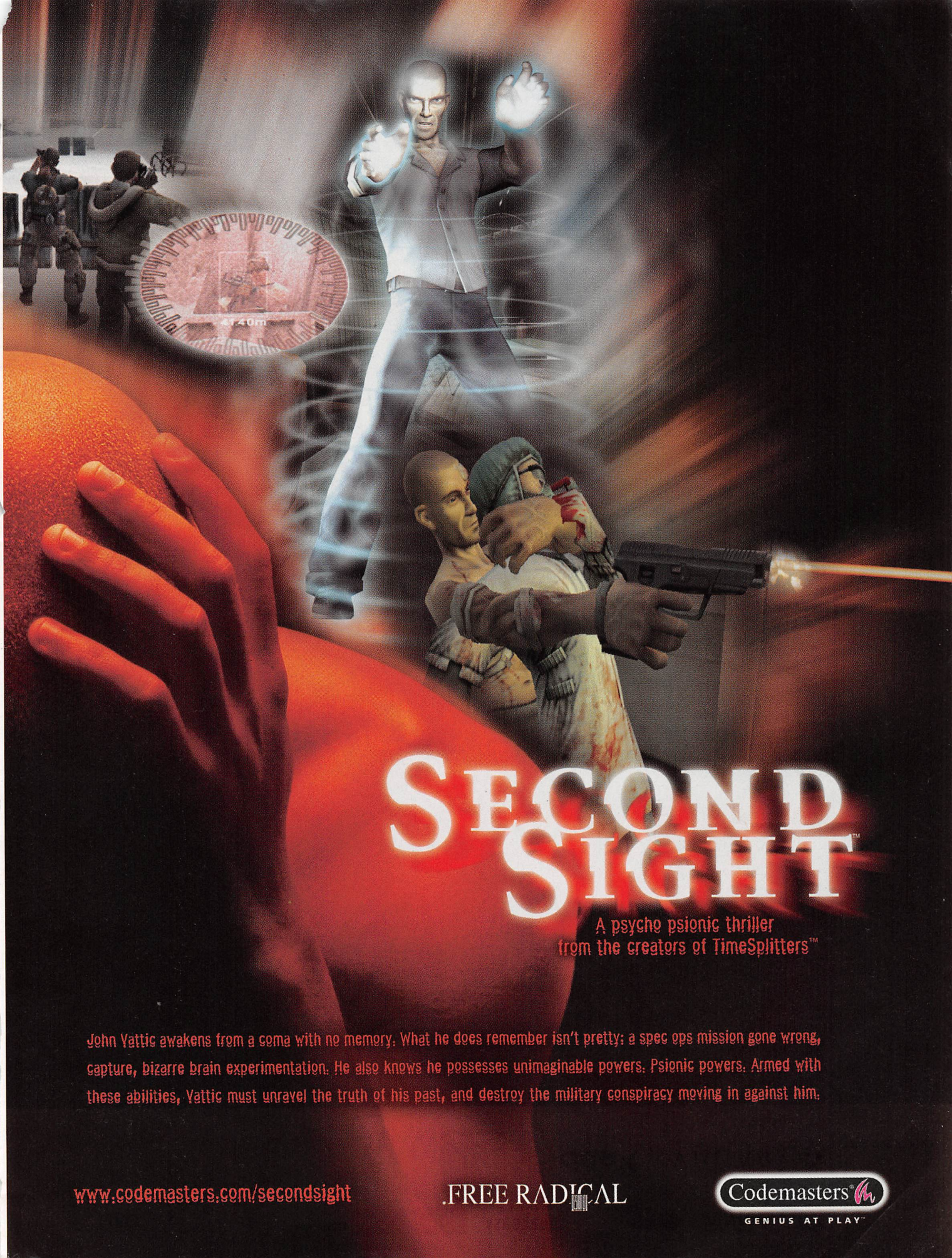
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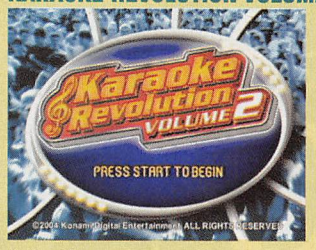
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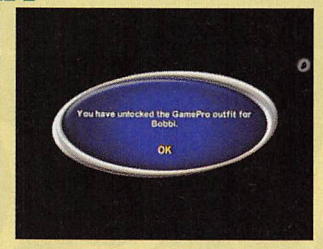


READER OF THE MONTH TIP

PLAYSTATION 2

KARAOKE REVOLUTION VOLUME 2





At the title screen, enter the following codes to unlock the corresponding cheat. If you entered the cheat correctly, you'll hear a confirming tone.

All Characters: Press Up, □, Right, ○, □, Left, ○, Up, L3, R3.

All Outfits: Press Up, ○, Left, □, □, Down, ○, Right, R3, L3.

All Songs: Press □, △, Down, Left, Up, Right, L2, R2, Start.

All Venues: Press □, △, Right, Up, Left, Down, R2, L2, Start.

Animation Gender Swap: Press Up, Down, Left, Right, L1, R1, □, ○, R2, R2.

Big Head Character: Press Down, Down, Down, Up, R1, L2, R2, L1, ○, ○.

Game Informer Outfit for Angela: Press Down, L3, L3, R3, R3, ○, Right, □, L3, R3.

GamePro Outfit for Bobbi: Press Down, R3, Up, R3, L3, Down, L3, Up, Down, □.

Gamestar Outfit for Ishani: Press Up, R3, Right, R3, R3, Left, R3, Down, ○, ○.

Glass Character: Press □, □, ○, R2, R2, L2, Down, Left, Left, Up.

Hamonix Outfit for Ishani: Press L3, ○, Up, ○, □, L3, Down, Down, R3.

Konami Outfit for Dwayne: Press Right, R3, Right, R3, □, Right, ○, □, Down, Left.

Oil Slick Character: Press L2, R2, L2, R2, □, Down, ○, Up, Left, Right.

Pirate Crowd: Press □, □, Left, Left, R2, L1, R2, R1, ○, L2.

PSM Outfit for DeVron: Press Left, Right, Left, L3, R3, Down, Up, Up, ○, □.

Robot Crowd: Press ○, ○, Right, Right, R2, R1, R1, R2, ○, R2.

T2 Character: Press ○, L1, R2, Up, Up, Left, Left, □, □, R1.

Tough Crowd Audio Cheat: Press Right, Up, ○, ○, ○, R2, R1, R1, L2, Down.

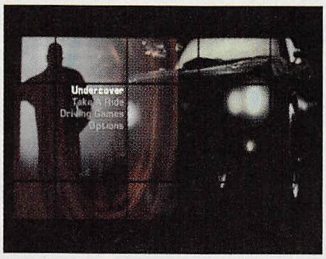
Wraith Character: Press R2, Left, R1, Right, Up, Up, □, ○, Down, L2.

Zombie Crowd: Press Left, L1, L2, □, □, L2, L2, L1, Left, Left.

Lionel Miller—Alexandria, LA

PLAYSTATION 2

DRIV3R



At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll hear a confirming tone.

All Missions: Press L1, R1, L1, L2, □, □, ○.

All Vehicles: Press L1, L1, □, ○, L1, R1, ○.

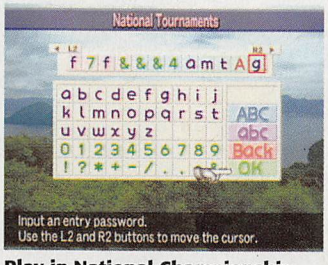
All Weapons: Press R1, L2, □, ○, R1, R2, L2.

Immunity: Press ○, ○, L1, L2, R1, R2, □.

Invincibility: Press □, □, L1, R1, L2, R2, R2.

Unlimited Ammo: Press R1, R2, R1, R2, □, ○, □.

HOT SHOTS GOLF 3



Play in National Championship With T-Bone: At the Main Menu, select Single-Player Golf and then select National Tournaments. At the National Tournaments code-entry screen, enter `f7f&&&4amtAg` (case-sensitive). If you entered the password correctly, you'll be able to play the tournament as T-Bone.

VAN HELSING



Bonus Movie Cheats: During gameplay, enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll hear a confirming click.

Bonus Movie 1: Press Up, Down, Up, Down, Left, Left, Right, Right, L1, L3, R3, R1.

Bonus Movie 2: Press Up, Right, Down, Left, Up, Left, Down, Right, Up, R1, R2, R3.

Bonus Movie 3: Press L1, L2, R2, R1, R2, L2, L1, Up, Up, Down, Down, Select.

Bonus Movie 4: Press Select, L3, R3, Select, R3, L3, Select, Left, Left, Up, Right, Right.

Bonus Movie 5: Press L2, R2, L1, R1, Select, Select, L1, L1, R2, R2, L3, R3.

Bonus Movie 6: Press R2, R1, R2, R1, L1, L2, L1, L2, Left, Right, Select, Select.

Bonus Movie 7: Press L3, Left, R3, Right, L2, Up, R2, Down, L1, Left, R1, Right.



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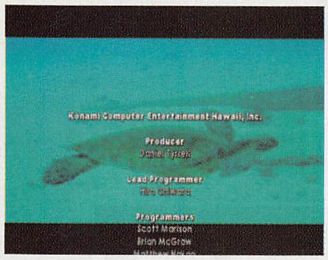
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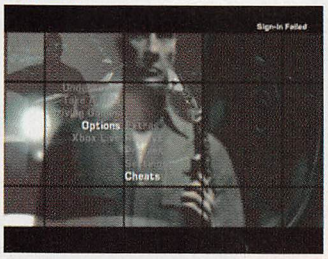
XBOX

DANCE DANCE REVOLUTION ULTRAMIX



Unlock All Music and Clear Challenge Mode: At the main menu, plug in a controller into port 4. Using the port-4 controller, select Options and then Credits. At the Credits screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A.** If you entered the cheat correctly, you'll see the screen flash.

DRIV3R



At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll hear a confirming tone.

All Missions: Press X, X, Y, Y, R, R, L.

All Vehicles: Press X, X, Y, Y, L, R, L.

All Weapons: Press L, L, X, Y, Y, R, R.

Immunity: Press X, Y, R, R, L, L, Y.

Invincibility: Press X, Y, L, R, L, R, R.

Unlimited Ammo: Press R, R, L, L, X, Y, Y.

VAN HELSING



Bonus Movie Cheats: During gameplay, enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll hear a confirming click.

Bonus Movie 1: Press Up, Down, Up, Down, Left, Left, Right, Right, L, Left Thumbstick, Right Thumbstick, R.

Bonus Movie 2: Press Up, Right, Down, Left, Up, Left, Down, Right, Up, R, Black, Right Thumbstick.

Bonus Movie 3: Press L, White, Black, R, Black, White, L, Up, Up, Down, Down, Back.

Bonus Movie 4: Press Back, Left Thumbstick, Right Thumbstick, Back, Right Thumbstick, Left Thumbstick, Back, Left, Left, Up, Right, Right.

Bonus Movie 5: Press White, Black, L, R, Back, Back, L, L, Black, Black, Left Thumbstick, Right Thumbstick.

Bonus Movie 6: Press Black, R, Black, R, L, White, L, White, Left, Right, Back, Back.

Bonus Movie 7: Press Left Thumbstick, Left, Right Thumbstick, Right, White, Up, Black, Down, L, Left, R, Right.

MULTIPLATFORM

CATWOMAN

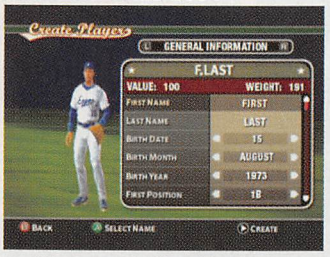


Unlock the Vault: At the main menu, select Vault, and at the Vault screen, enter `1940`. If you entered the password correctly, you'll see a confirming message onscreen.



MULTIPLATFORM

MVP BASEBALL 2004



Enable Bone-Scaling Cheat: At the Main Menu, select Roster Management and then select Create/Edit Player. At the Create/Edit Player screen, select Create Player and then enter `Kenny Lee` (case-sensitive) to enable the Bone-Scaling cheat.

MULTIPLATFORM

NCAA FOOTBALL 2005



Pennant Passwords: At the Main Menu, select My NCAA and then select Pennant Collection. At the Pennant Collection screen, **press Select** (PS2) or **Right Thumbstick** (Xbox) to access the password-entry screen, and enter the following passwords to unlock their corresponding cheats. If you entered the password correctly, you'll see a confirming screen.

All passwords are case-sensitive, and a "_" designates a blank space.

Pennant #16 Baylor:	`Sic_Em`
Pennant #62 Illinois:	`Oskee_Wow`
Pennant #158 Texas Tech:	`Fight`
Pennant #198 1st & 15:	`Thanks`
Pennant #199 Blink:	`For`
Pennant #200 Boing:	`Registering`
Pennant #202 Butterfingers:	`With_EA`
Pennant #203 Crossed The Line:	`Tiburon`
Pennant #204 Cuffed:	`EA_Sports`
Pennant #209 Jumbalaya:	`Hike`
Pennant #211 Molasses:	`Home_Field`
Pennant #218 QB Dud:	`Elite_11`
Pennant #220 Stiffed:	`NCAA`
Pennant #223 Take Your Time:	`Football`
Pennant #225 Thread The Needle:	`2005`
Pennant #227 What A Hit:	`Blitz`
Pennant #271 2003 All-American:	`Fumble`
Pennant #272 All-Alabama:	`Roll_Tide`
Pennant #274 All-Arkansas:	`Woopigsooie`
Pennant #275 All-Auburn:	`War_Eagle`
Pennant #276 All-Clemson:	`Death_Valley`
Pennant #277 All-Colorado:	`Glory`
Pennant #278 All-Florida:	`Great_to_be`
Pennant #279 All-FSU:	`Uprising`
Pennant #280 All-Georgia:	`Hunker_Down`
Pennant #281 All-Iowa:	`On_Iowa`
Pennant #282 All-Kansas State:	`Victory`
Pennant #283 All-LSU:	`Geaux_Tigers`
Pennant #284 All-Miami:	`Raising_Cane`
Pennant #285 All-Michigan:	`Go_Blue`
Pennant #286 All-Mississippi State:	`Hail_State`
Pennant #287 All-Nebraska:	`Go_Big_Red`
Pennant #288 All-North Carolina:	`Rah_Rah`
Pennant #289 All-Norte Dame:	`Golden_Domer`
Pennant #290 All-Ohio State:	`Killer_Nuts`
Pennant #291 All-Oklahoma:	`Boomer`
Pennant #292 All-Oklahoma State:	`Go_Pokes`
Pennant #293 All-Oregon:	`Quack_Attack`
Pennant #294 All-Penn State:	`We_Are`
Pennant #295 All-Pittsburgh:	`Lets_Go_Pitt`
Pennant #296 All-Purdue:	`Boiler_Up`
Pennant #297 All-Syracuse:	`Orange_Crush`
Pennant #299 All-Texas:	`Hook_Em`
Pennant #300 All-Texas A&M:	`Gig_Em`
Pennant #301 All-UCLA:	`Mighty`
Pennant #302 All-Time USC:	`Fight_On`
Pennant #303 All-Virgina:	`Wahoos`
Pennant #304 All-Virgina Tech:	`Tech_Triumphs`
Pennant #305 All-Washington:	`Bow_Down`
Pennant #306 All-Wisconsin:	`U_Rah_Rah`
Pennant #308 Arizona Mascot:	`Bear_Down`
Pennant #325 GT Mascot:	`Ramblinwreck`
Pennant #328 ISU Mascot:	`Red_and_Gold`
Pennant #330 KU Mascot:	`Rock_Chalk`
Pennant #335 Minn Mascot:	`Rah_Rah_Rah`
Pennant #336 Miss Mascot:	`Hotty_Totty`
Pennant #338 Mizzou Mascot:	`Mizzou_Rah`
Pennant #339 MSU Mascot:	`Go_Green`
Pennant #341 NCSU Mascot:	`Go_Pack`
Pennant #344 NU Mascot:	`Go_Cats`
Pennant #351 SC Mascot:	`Go_Carolina`
Pennant #360 UK Mascot:	`On_On_UK`
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Pennant #373 WSU Mascot:	`All_Hail`
Pennant #374 WVU Mascot:	`Hail_WV`

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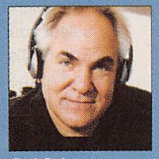
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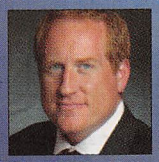
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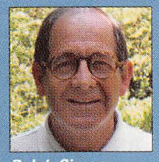

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PLAYSTATION 2

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

Unlock Everything: At the main menu, **press and hold L1, and then press** ×, □, △, ○, ×, □, △, ○. If you entered the code correctly, you'll hear a sound and everything will be unlocked.

DEAD TO RIGHTS

At the main menu, **simultaneously press and hold L1, L2, R1, and R2**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Chapters: Press Down, Left, Down, △, Down.

Bulletproof: Press Up, Up, Up, □, Down.

Extraordinary Skills: Press ○, ○, Up, Up, □.

Get All Disarms: Press □, □, ○, ○, Right.

Get Two Guns: Press △, ○, Up, Up, Up.

Hard Boiled Mode: Press △, □, Left, Left, ○.

One Shot Kills: Press △, ○, ○, ○, Left.

Unlimited Ammo: Press Up, Left, Down, Right, ○.

DRAGON BALL Z: BUDOKAI 2

All Breakthrough Capsules: At the Main Menu, select Edit Skills and then select your memory card data. At the Edit Skills screen, select Skill Shop, and at the Skill Shop screen, **press and hold L2 and then press** △ to exit the screen. If you entered the code correctly, your capsule percentage will rise by 1%. Repeat the process while **holding L2** to raise your percentage to 100%, and at the Edit Skills screen, select Edit Capsules and change any characters Custom Tray to activate the auto-save function to save your higher Capsule percentage to your memory card.

ENTER THE MATRIX

At the A:\> CHEAT prompt, enter `CHEAT.EXE`, select CHEAT, and then enter the following codes to unlock these cheats.

All Weapons:	0034AFFF
Faster Logos:	7867F443
Focus Restored Fast:	FFF0020A
Infinite Ammunition:	1DDF2556
Infinite Focus:	69E5D9E4
Infinite Health:	7F4DF451
Invisibility:	FFFFFFF1
Multiplayer Fighting:	D5C55D1E
Test Level:	13D2C77F

THE GETAWAY

Start a new game, and during the opening cinema, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

Armored Car Weapon: Press Up, Down, Left, Right, □, △, ○.

Double Health: Press Up, Up, Left, Left, Right, Right, ○, ○, Down.

Faster Cars: Press □, □, □, □.

Fastest Cars: Press △, △, △, △.

Free Roam: Press △, △, △, Left, □, △, △, △, Left, ○.

Infinite Ammo: Press Up, Down, Left, Right, △, Up, Down, Left, Right, □.

Infinite Car Health: Press △, ×, △, ×.

Leap: Press □, □, □, △.

One Hit Kills: Press △, △, □, □.

Red Brick Car: Press ○, ○, △, □.

Tripping Mode: Press △, ○, △, ○.

GRAND THEFT AUTO III

During a game, enter the following codes to unlock these cheats. If you entered it correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Extra Money: Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

Full Armor: Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

GRAND THEFT AUTO: VICE CITY

Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper left corner of the screen.

Armor Cheat: Press R1, R2, L1, ×, Left, Down, Right, Up, Left, Down, Right, Up.

Health Cheat: Press R1, R2, L1, ○, Left, Down, Right, Up, Left, Down, Right, Up.

Heavy Weapons: Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down.

Lower Wanted Level: Press R1, R1, ○, R2, Up, Down, Up, Down, Up, Down.

Medium Weapons: Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left.

Rhino Tank: Press ○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △.

Wanted Level Down One Star: Press R1, R1, ○, R2, Up, Down, Up, Down, Up, Down.

MEDAL OF HONOR: RISING SUN

At the main menu, select Options, and at the Options screen, choose Passwords. Enter the following passwords to unlock these cheats. Return to the Options screen and select Bonus, and if you entered the password correctly, the unlocked cheat will be available for activation.

All Missions:	BUTTERFLY
All Replay Items:	GARIBALDI
Always Sniper:	PUFFER
Bullet Shield:	TANG
Perfectionist Mode:	HOGFISH
Rubber Grenades:	DAMSEL
Silver Bullet Mode:	TILEFISH
Unlimited Ammo:	GOBY

NEED FOR SPEED UNDERGROUND

At the Main Menu, enter the following codes to unlock these cheats. Select Quick Race, and if you entered the code correctly, the unlocked tracks will be available.

All Circuit Tracks: Press Down, R1, R1, R1, R2, R2, R2, □.

All Drag Tracks: Press Right, □, Left, R1, □, L1, L2, R2.

All Drift Tracks: Press Left, Left, Left, Left, Right, R2, R1, L2.

All Sprint Tracks: Press Up, R2, R2, R2, R1, Down, Down, Down.

Drift Physics: Press R1, Up, Up, Up, Down, Down, Down, L1.

NFL STREET

At the Select Controller screen, **press Up** to select Create a User ID and then enter the following codes to unlock the corresponding cheats.

Passwords are case-sensitive.

All Eight All-Star Division Teams:	AW9378
All Stadiums:	Travel
NFL Legends Team:	Classic
X-ecutioner Team:	Excellent

PRINCE OF PERSIA: THE SANDS OF TIME

Play Original Prince of Persia in 3D: At the Main Menu, start a new game. When the Prince is on the balcony, **press and hold L3, and then press** ×, □, △, ○, △, ×, □, ○. If you entered the code correctly, you'll see a load screen.

R-TYPE FINAL

Enter the following codes while the game is paused. If you entered a code correctly, the cheat will take effect when you resume the game.

Full Blue Power-Ups: Press and hold L2, and then press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down, ○.

Full Charge Dose: Press and hold L2, and then press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down, △.

Full Red Power-Ups: Press and hold L2, and then press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down, □.

Full Yellow Power-Ups: Press and hold L2, and then press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down, ×.

Unlock Ship #24: At the main menu, select Data & Gallery and then select R Museum. Scroll down to #24 and press ×. Enter `2078 0278` and then press □ to accept the password. If you entered the password correctly, the ship will be viewable at the R Museum and you can use it during the game.

SHREK 2

During gameplay, press Start to access the Pause menu. At the Pause menu, select Scrapbook and enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll hear a confirming message.

All Bonuses: Press Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, □, ○, □, ○, □, ○.

Level Select: Press Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, Up, Up, Up, Up, Up.

SPIDER-MAN

At the main menu, select Specials, and at the Specials screen, choose Cheats. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the Green Goblin will laugh.

Cheat Mode:	ARACHNID
This will unlock all levels, fighting controls, movies, production art, and training levels.	
Next Level Feature at In-Game Menu:	ROMITAS

TONY HAWK'S UNDERGROUND

At the Main Menu, select Options, and at the Options screen, choose Cheat Codes. At the Enter Cheat screen, enter the following passwords to unlock these cheats. During gameplay, pause the game, select Options from the pause menu, and then select Cheats, and all unlocked cheats will be displayed.

Passwords are case-sensitive.

All Videos:	gidvid
Moon Gravity:	getitup
Perfect Manual:	keepitsteady
Perfect Rail Balance:	letitslide

TRUE CRIME: STREETS OF L.A.

At the City Map screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

All Driving Skills: Press Left, Right, Left, Right, ×.

All Gun Skills: Press Right, Left, Right, Left, ×.

All Melee Combat Skills: Press Up, Down, Up, Down, ×.

All Moves, Cars, and Weapon Parts: Press Up, Right, Down, Left, Up, ×.

Increase Car Size: Press Down, Down, Down, ×.

Unlock Snoop Dogg: Pause the game and then **press R1, L1, Up, Right, Left, Down, L3, R3,** ×, □, ○, △. If you entered the code correctly, you'll hear a sound. Save your game and then load the same profile, and Snoop Dogg's missions will be available at the Select Episode screen.

XBOX

ARMED AND DANGEROUS

At the main menu, select Options, and at the Options Menu, choose Cheats. Enter the following codes to unlock the corresponding cheats, and if done correctly, the cheat will be unlocked in the Cheat Menu.

Fill Ammo: Press Black, B, A, R, R, A, L, Black.

Fill Health Bar: Press X, R, A, Y, Black, B, A, R.

God Mode: Press Y, A, B, X, B, A, A, L.

Infinite Ammo: Press A, L, L, Black, B, White, L, L.

Invincible: Press X, X, X, R, A, L, L, Y.

Play Any Level: Press Y, White, Black, L, A, R, R, Y.

BLOODRAYNE

Pause the game and then enter Cheats. At the Cheats menu, select Enter Cheat Code and enter any of the following passwords at the Enter Cheat Code screen to activate the corresponding cheat.

Fill Bloodlust:	ANGRYXXXINSANEHOOKER
God Mode:	TRIASSASSINDONTDIE
Gratuitous Dismemberment:	INSANEGIBSMODEGOOD
Restore Health:	LAMEYANKEEDONTFEED
Show Weapons:	SHOWMEMYWEAPONS

CRASH BANDICOOT: THE WRATH OF CORTEX

Unlock All Levels: Start a new game, and at the name entry screen, enter WOMBAT as a profile name. If done correctly, the game will begin with 106% completed and all levels unlocked.

CRIMSON SKIES: HIGH ROAD TO REVENGE

During gameplay, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a confirming sound.

All Planes: Press Y, X, B, Y, Black.

Big Time Guns: Press B, X, A, B, Black.

Cash Money: Press A, Y, A, Y, Black.

Extra Tokens: Press X, B, X, B, Black.

God Mode: Press Y, A, X, B, Black.

THE ELDER SCROLLS III: MORROWIND

During the game, **press B** to bring up the stats menu. Highlight the stat you want to raise, enter the appropriate code, and then **press and hold A** until the desired stat level is reached.

Fatigue: Press Black, Black, White, White, Black.

Health: Press Black, White, Black, Black, Black.

Magicka: Press Black, White, White, Black, White.

FIGHT NIGHT 2004

All Venues: At the Main Menu, select My Corner, and at the My Corner screen, **press Left, Left, Left, Right, Right, Right, Left, Right, Right**. If you entered the code correctly, all venues will be open.

Big Tigger: At the Main Menu, select My Corner and then select Record Book. At the Record Book screen, select Most Wins-Boxer and then **press Up, Up**. If you entered the code correctly, you'll see a confirming message.

Tiny Fighters: At the Main Menu, **press Left, Left, Left, Right, Right, Right, Left, A**. If you entered the code correctly, your boxers will be tiny with big heads.

FULL SPECTRUM WARRIOR

At the main menu, select Extra Content and then select Cheat Codes. At the cheat-entry screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll automatically return to the Extras screen.

Army Training Mode:	HA2P1PY9TUR5TLE
Big Head Mode:	NICKWEST
Realistic Damage:	SWEDISHARMY
Unlimited Ammo:	MERCENARIES

GOBLIN COMMANDER: UNLEASH THE HORDE

During gameplay, **simultaneously press L, R, Y, and Down** for three seconds to enable the cheats. Now, enter the following codes to activate these cheats. If you entered the code correctly, a confirming message will appear onscreen.

1000 Gold and 1000 Souls: Press R, R, L, R, R, Y, Y, Y, L, L.

All Level Access: Press Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, R, L, L, R, L, L, R, L, L, R, L, R, R, Y, Y, Y.

God Mode: Press R, R, R, L, L, L, R, L, Y, R.

GRAND THEFT AUTO III

During a game, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press Black, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.

Extra Money: Press Black, L, L, Left, Down, Right, Up, Left, Down, Right, Up.

Full Armor: Press Black, Black, L, White, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press Black, Black, L, R, Left, Down, Right, Up, Left, Down, Right, Up.

Lower Wanted Level: Press Black, Black, L, Black, Up, Down, Up, Down, Up, Down.

GRAND THEFT AUTO: VICE CITY

Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

Armor Cheat: Press R, Black, L, A, Left, Down, Right, Up, Left, Down, Right, Up.

Health Cheat: Press R, Black, L, B, Left, Down, Right, Up, Left, Down, Right, Up.

Heavy Weapons: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Down.

Light Weapons: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Right, Up.

Lower Wanted Level: Press R, R, B, Black, Up, Down, Up, Down, Up, Down.

Medium Weapons: Press R, Black, L, Black, Left, Down, Right, Up, Left, Down, Down, Left.

HITMAN: CONTRACTS

Unlock All Levels: At the main menu, **press X, Y, B, Left, Up, Right, L, R**. If you entered the code correctly, a level select menu will appear.

THE LORD OF THE RINGS: THE TWO TOWERS

Pause the game, **simultaneously press and hold L and R**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

All Upgrades: Press A, A, Down, Down.

Restore Health: Press Y, Down, A, Up.

MIDNIGHT CLUB II

At the main menu, highlight "Options Mode," highlight "Option: Controller," and then **press Left** to scroll over to Option: Cheat Code. Select Option: Cheat Code, and at the Option: Enter Cheat Code screen, enter the following codes to unlock these cheats. If you entered the code correctly, it will disappear when you select Accept on the keypad.

Passwords are case-sensitive.

All Car Ability Upgrades:	greasemonkey
All Cars Unlocked:	hotwired
All Locations:	theworldismine
Unlimited Turbo in Arcade Mode:	zoomzoom4

MIDTOWN MADNESS 3

All Cars: At the car selection screen, **press and hold the Left Thumbstick, and then press L, R, L, L, L, R, R, R, L, L, R, R**. If you entered the code correctly, all cars will be available.

NEED FOR SPEED UNDERGROUND

At the Main Menu, enter the following codes to unlock these cheats. Select Quick Race, and if you entered the code correctly, the unlocked tracks will be available.

All Circuit Tracks: Press Down, R, R, R, Black, Black, Black, X.

All Drag Tracks: Press Right, X, Left, R, X, L, White, Black.

All Drift Tracks: Press Left, Left, Left, Left, Right, Black, R, White.

All Sprint Tracks: Press Up, Black, Black, Black, R, Down, Down, Down.

OUTLAW GOLF

Unlock Everything: Start a new game, and at the Enter Name screen, input Golf_Gone_Wild (case-sensitive) as a name. If done correctly, all golfers, courses, and clubs will be available.

PRINCE OF PERSIA: THE SANDS OF TIME

Play Original Prince of Persia in 3D: At the Main Menu, start a new game. When the Prince is on the balcony, **press and hold the Left Thumbstick, and then press A, X, Y, B, Y, A, X, B**. If you entered the code correctly, you'll see a load screen.

PROJECT GOTHAM RACING

Unlock All Cars and Tracks: At the Load or Create New screen, select Create New Driver. At the Setup Driver screen, choose Driver Name, and then enter Nosliw (case-sensitive) as a name. Start a game, and if you entered the name correctly, all tracks and cars will be available.

PSI-OPS: THE MINDGATE CONSPIRACY

At the main menu, highlight "Extra Content" and then **press R** to bring up the cheat-entry screen. At the cheat-entry screen, enter the following codes to unlock the corresponding cheats. If you entered the cheat correctly, you'll automatically return to the main menu and see a confirming message.

All Powers:	537893
Bullet Resistant:	548975
Super Psi:	456456
Unlimited Ammo:	978945

RED FACTION II

At the main menu, select Extras, and at the Extras screen, choose Cheats. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Infinite Ammo: Press Y, White, X, Black, Y, Black, X, White.

Super Health: Press X, X, Y, White, Y, White, Black.

Unlock Everything: Press White, White, X, X, Y, Black, Y, Black.

TOM CLANCY'S SPLINTER CELL

Unlock All Levels: Start a game, and at the Profile Name screen, enter !LAMAUDITE! as a profile name. If you entered the code correctly, all levels will be available at the Load Level screen.

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Present cashier with deposit receipt.
Pay existing balance due on game: $49.99 - $5.00 deposit = $44.99

Note: the $5.00 deposit is toward the purchase price of the game. All deposit certificates MUST be redeemed at Customer Service. Deposit certificate is not redeemable past the expiration date. If not redeemed by 11/27/04, the receipt may be refunded at Customer Service. No photocopies or facsimiles of receipt or certificate will be accepted. Release date subject to change.

CASHIER DEPOSIT PROCEDURES

Step 1: Scan the bar code on the deposit certificate.
Step 2: Continue to scan any other items and tender transaction as normal.
Step 3: Scan REWARD ZONE® membership card, if applicable.
Step 4: Staple receipt to deposit certificate.
Step 5: Point out the deposit amount on the customer's receipt. Explain procedures for redemption to the customer.

CASHIER REDEMPTION PROCEDURES

Step 1: All redemptions will be processed as an exchange at Customer Service.
Step 2: Customer must have deposit receipt for redemption.
Step 3: Select PF2 for Return.
Step 4: Enter transaction information from original receipt. DO NOT PROCESS WITHOUT RECEIPT.
Step 5: Scan UPC on certificate or enter SKU. Select the return reason of "Paper".
Step 6: Press PF2 for Sale.
Step 7: Scan UPC on game or enter SKU. Do not change the price of game.
Step 8: Continue scanning any remaining items and tender transaction as normal.
Step 9: Each customer receives a game.
Step 10: Place deposit certificate and original receipt in Media file.

Note: Redeemable only at the Best Buy retail store location where deposit was placed. Offer is not valid with other discounts, special bonus or free offers, or promotions. Offer is for individuals; no dealers, please. Any applicable taxes are the responsibility of the person redeeming the coupon. No cash or other substitutions, except that Best Buy reserves the right to substitute the offer with one of equal or greater value in the event the offer is unavailable for any reason.

REWARD ZONE PROGRAM DISCLOSURE
Reward Zone program membership fee $9.99 for a 1-year membership. Available to U.S. residents, 13 years of age or older. Bonus and points not awarded for online purchases, prior purchases, gift cards, sales tax, shipping charges and restocking fees. Full program rules are available in store or at www.MyRewardZone.com.

BEST BUY

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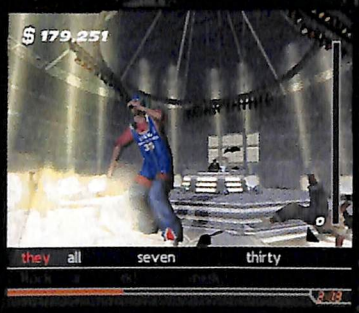
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WHO ARE YOU?
NINTENDO
NINTENDO
BLACK SHADOW
CAPTAIN FALCON
SPEED DEMON?
MAVERICK?
AVENGER?
SPEED WILL ONLY GET YOU SO FAR. PERSONAL FEUDS ARE YET TO BE SETTLED AND THE BAD GUYS ARE OUT TO GET YOU. UNRAVEL THEIR DEVIOUS PLOT IN STORY MODE OR SPEED RECKLESSLY IN GRAND PRIX MODE. SINGLE OR MULTI-PLAYER. ONLY FOR GAME BOY ADVANCE.
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
F-Zero® - GP Legend TV show
Saturday mornings on Fox Box™
F-ZERO
GP LEGEND
GAME BOY ADVANCE SP
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WHETHER YOU'RE JADAKISS OR JUST DOWN WITH HIP-HOP, IT'S YOUR TURN TO GET ON DA MIC.

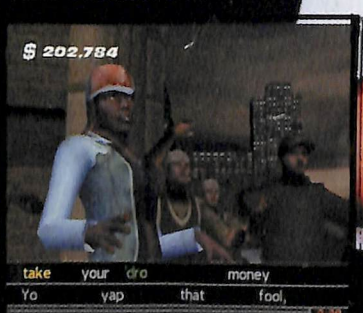
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